

Figure 1

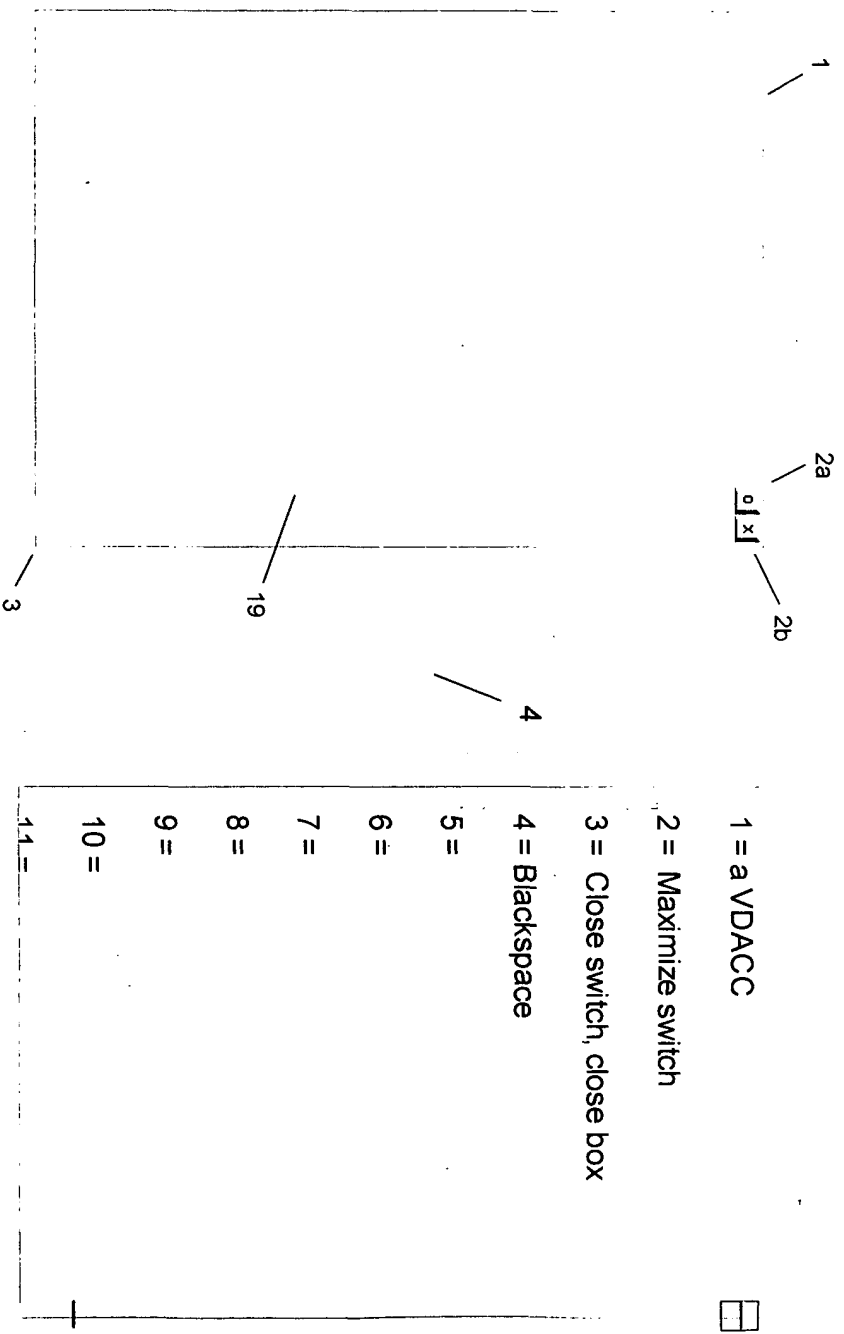


Figure 2

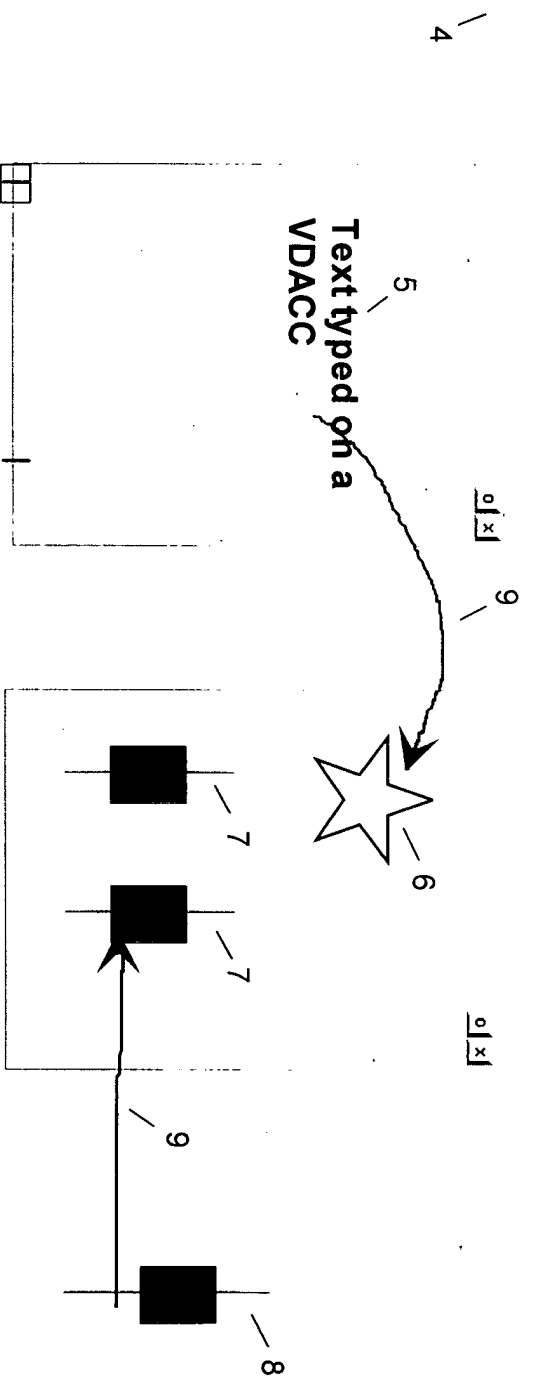


Figure 3a

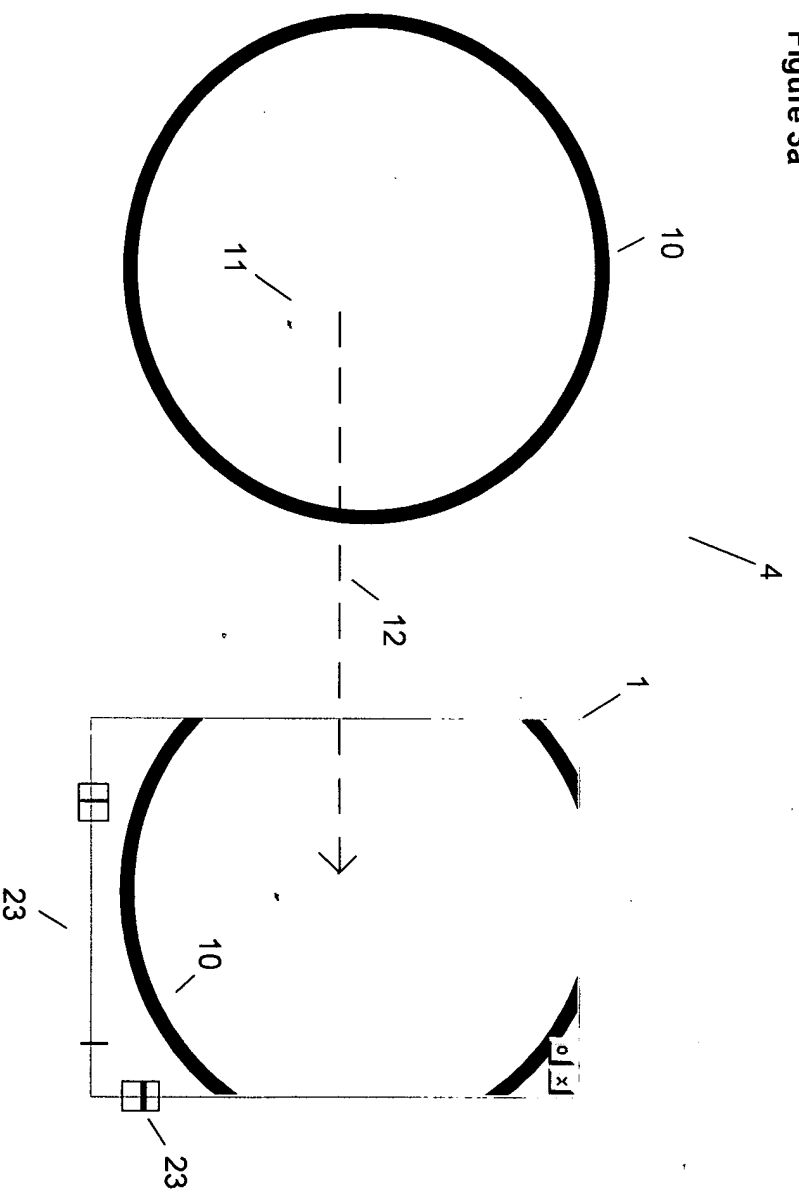


Figure 3b

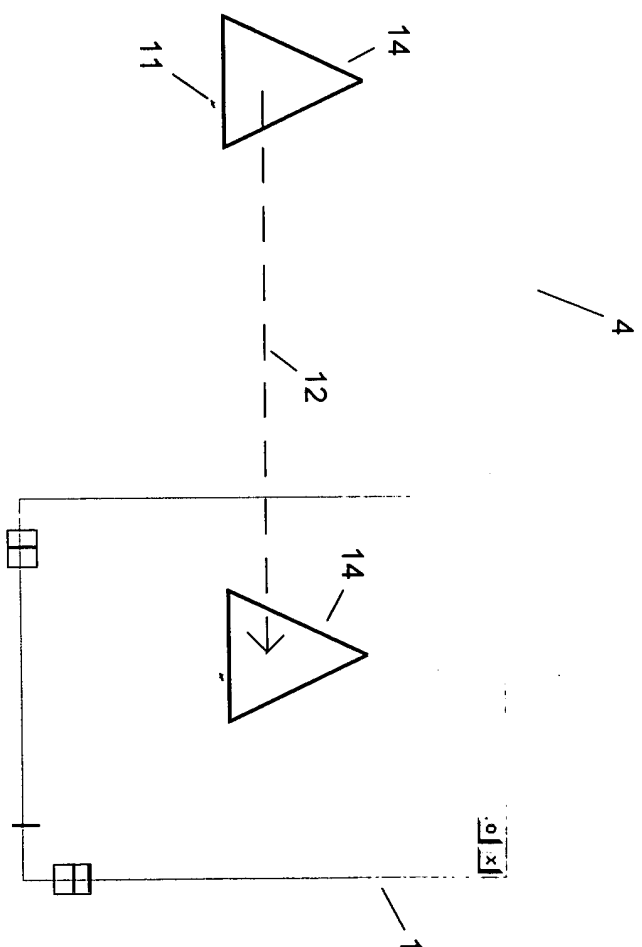


Figure 4

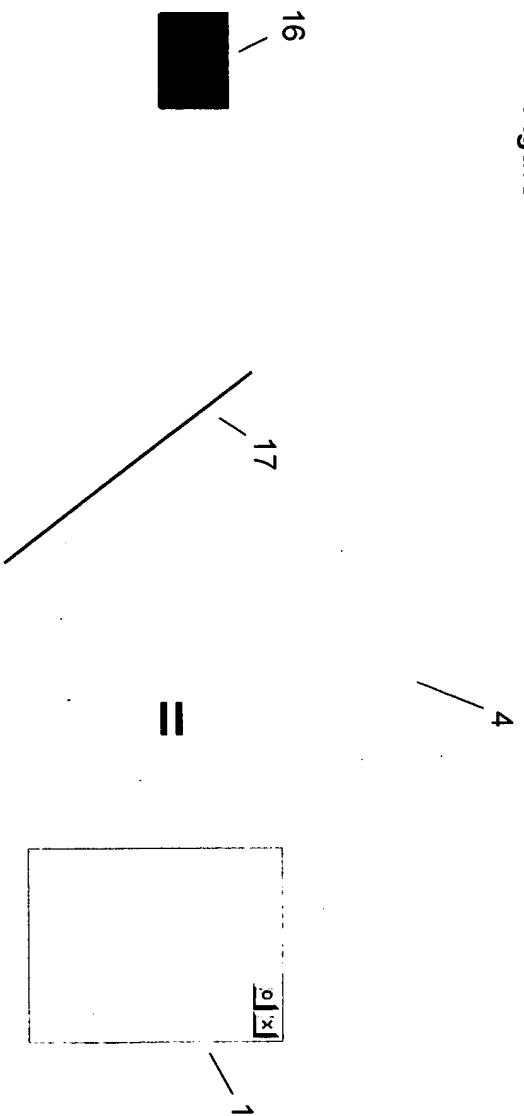


Figure 5

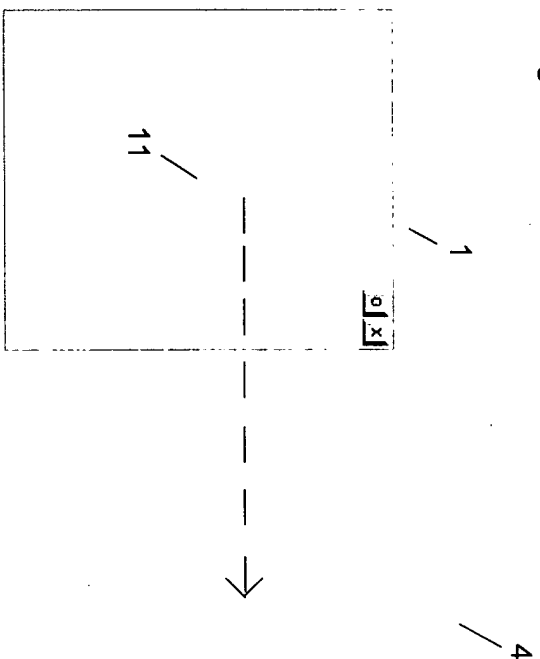


Figure 6

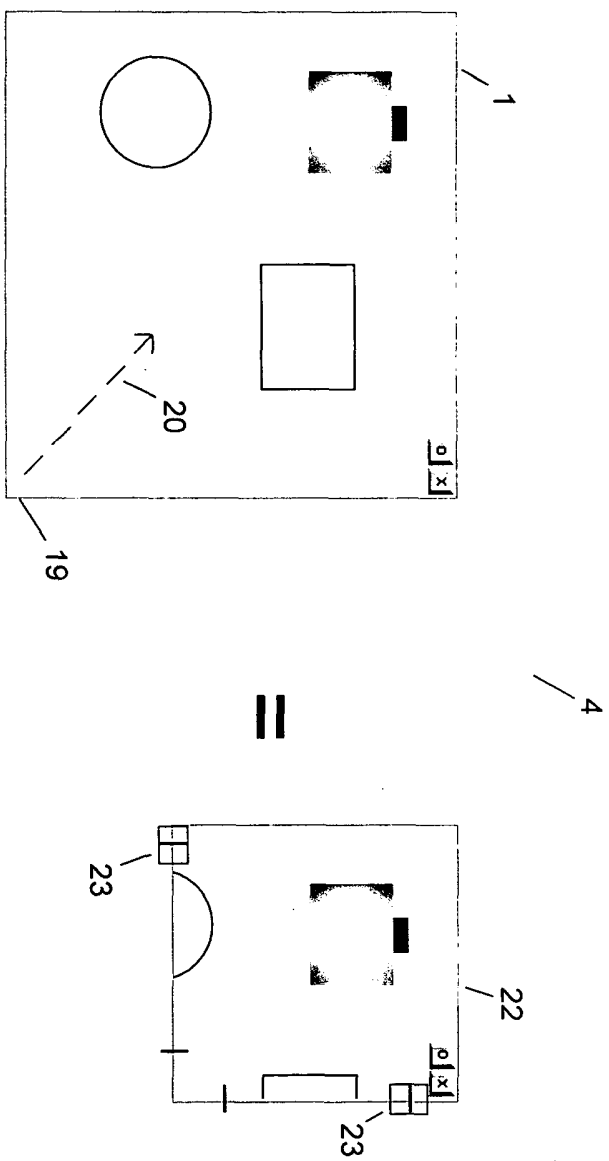
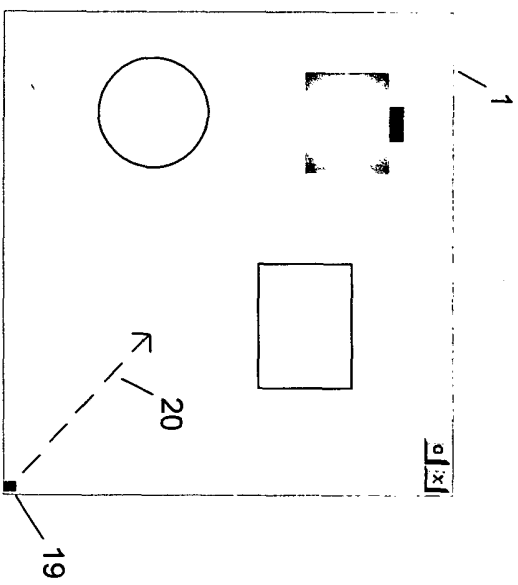


Figure 7



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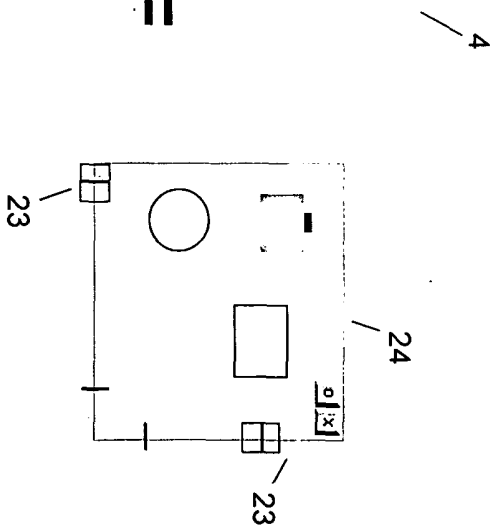


Figure 8

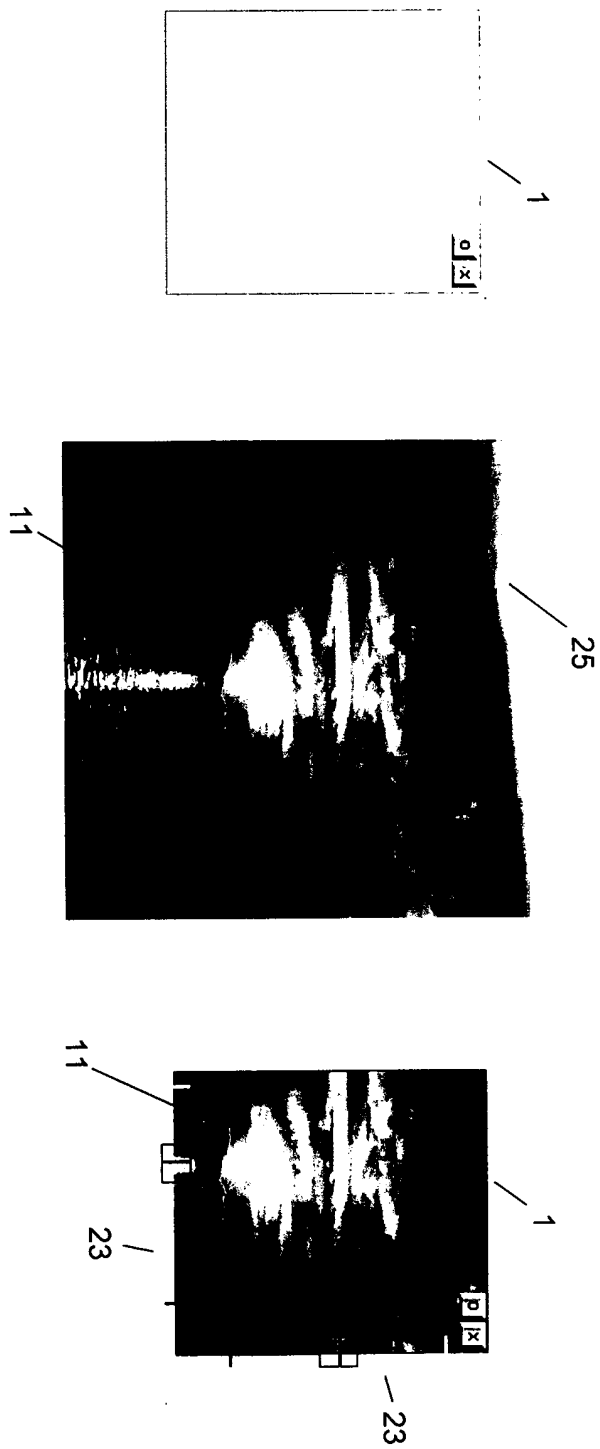


Figure 9

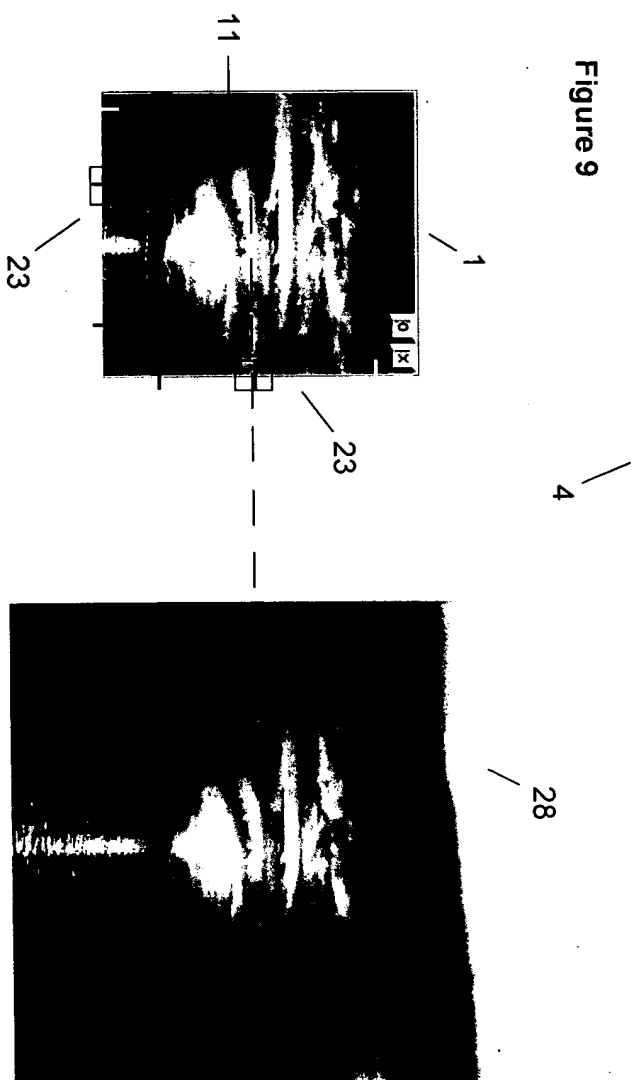


Figure 10a

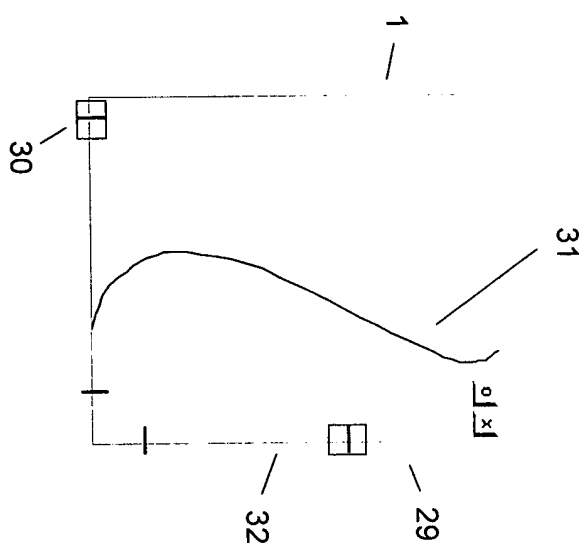
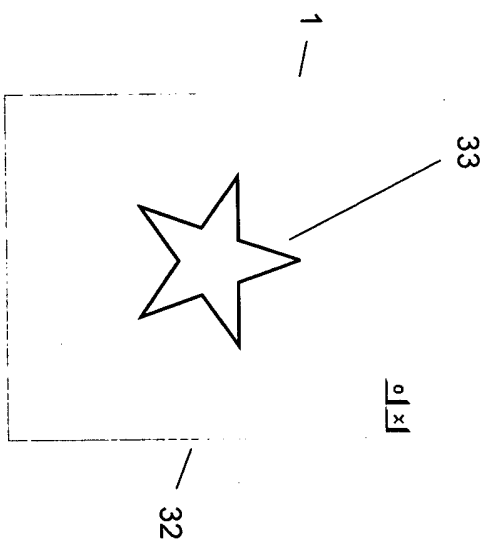


Figure 10b



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Figure 11

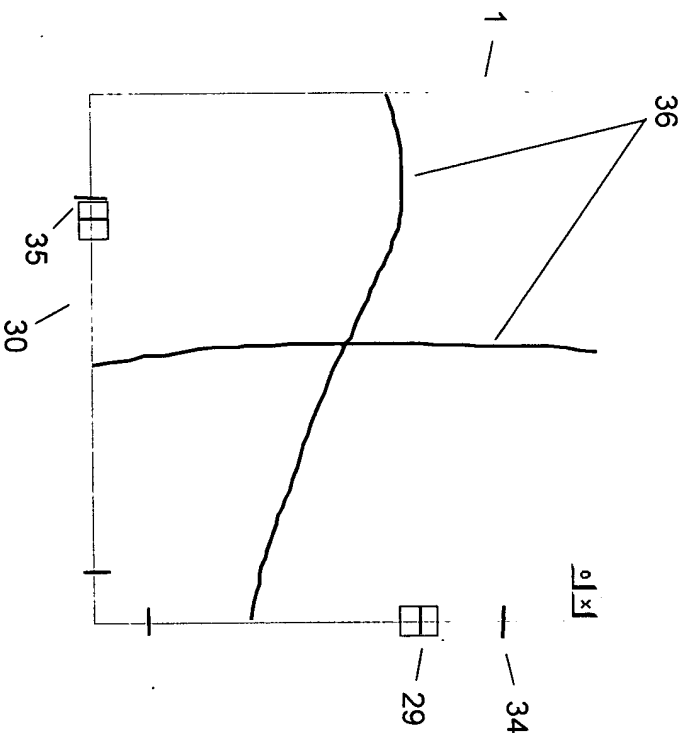


Figure 12

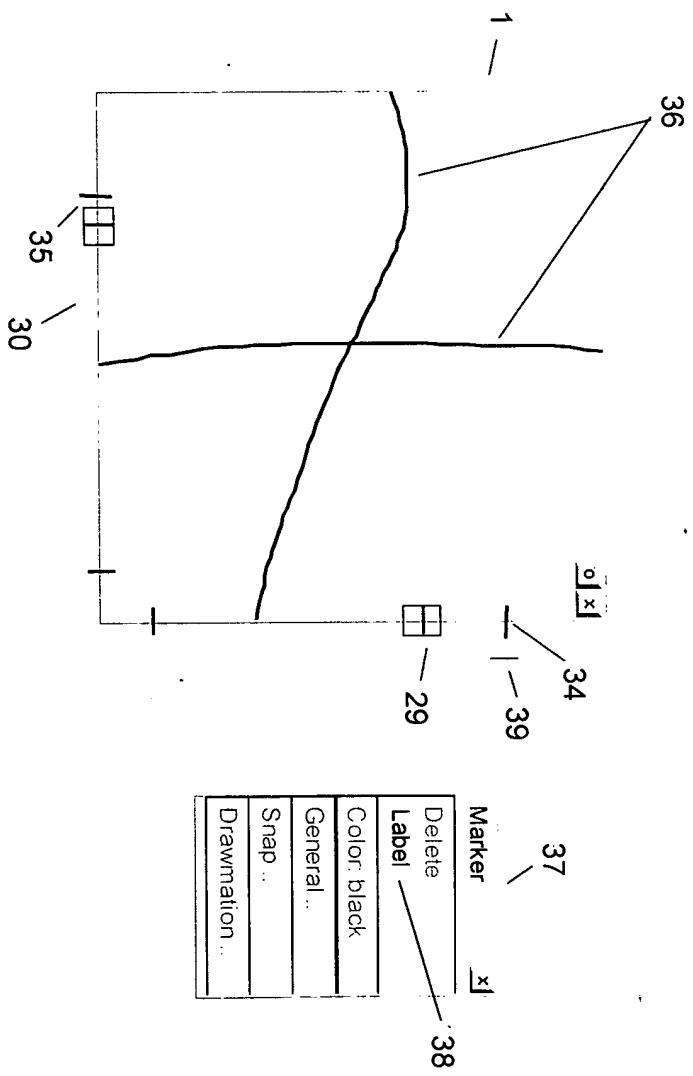


Figure 14

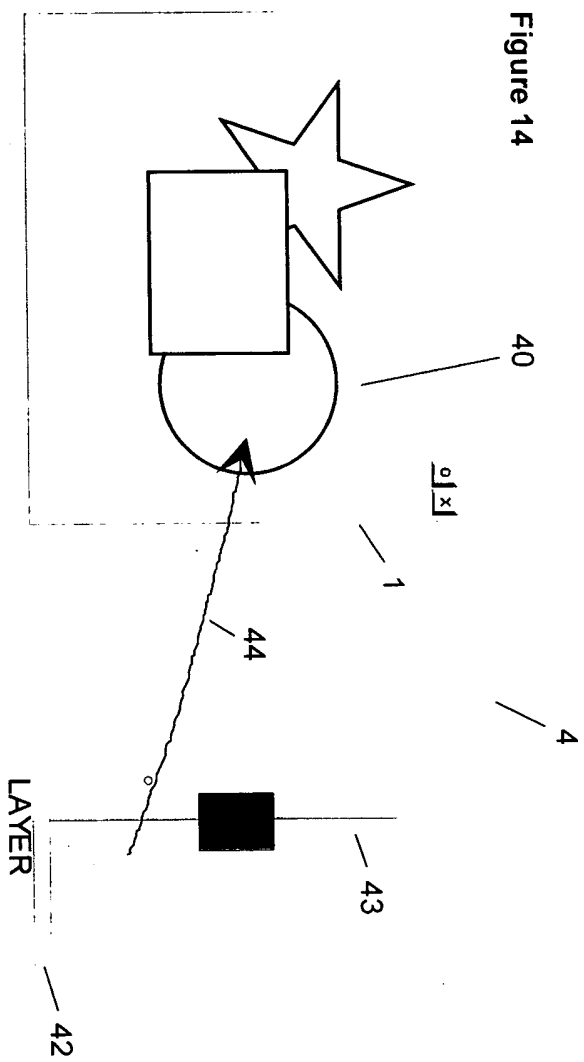
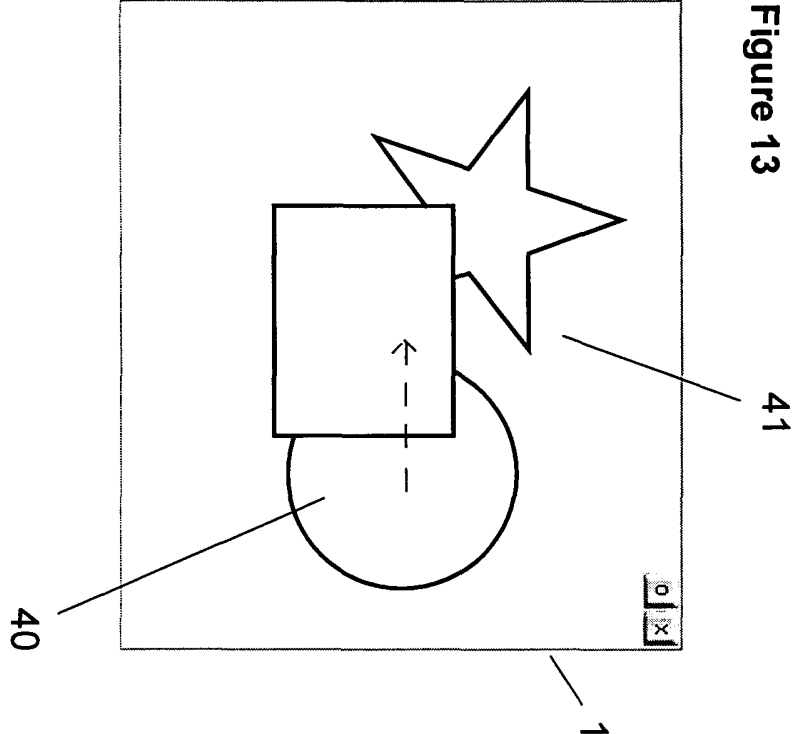


Figure 13



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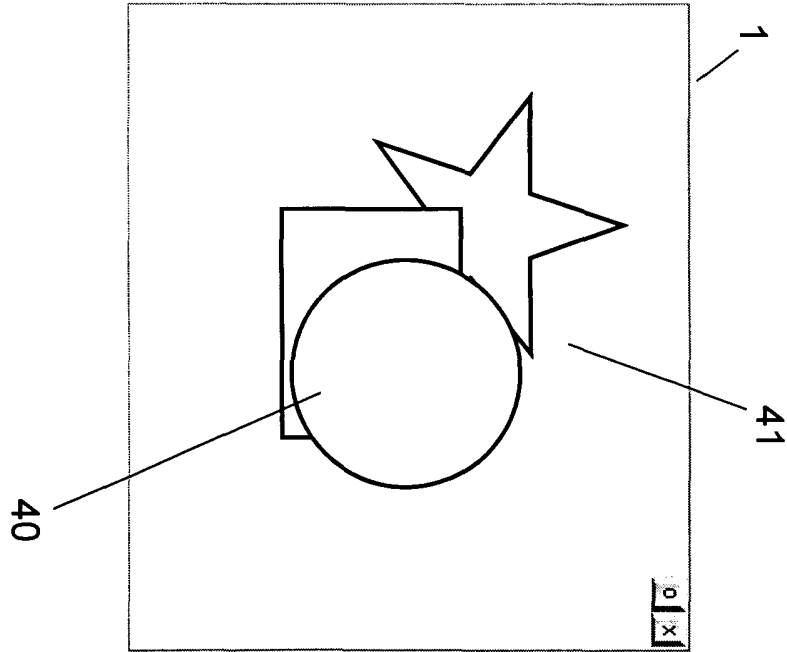


Figure 15

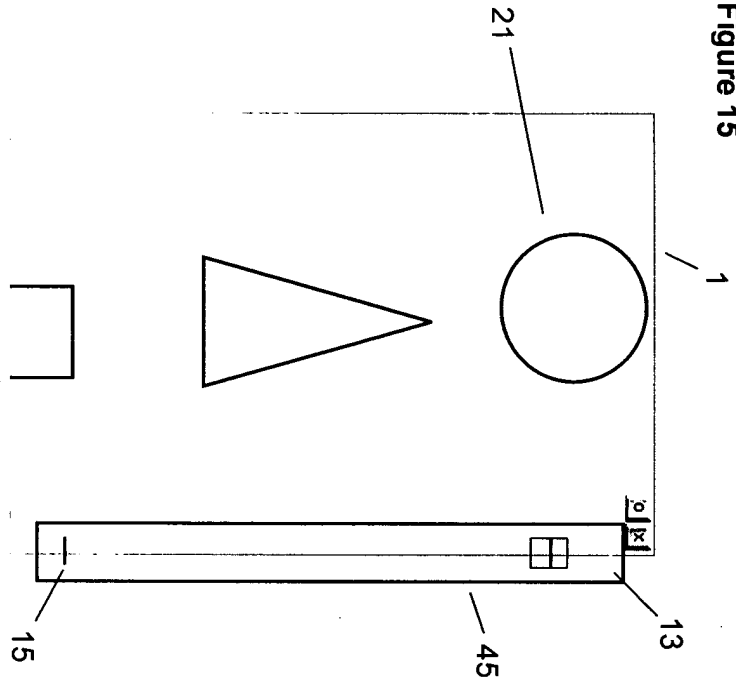


Figure 16

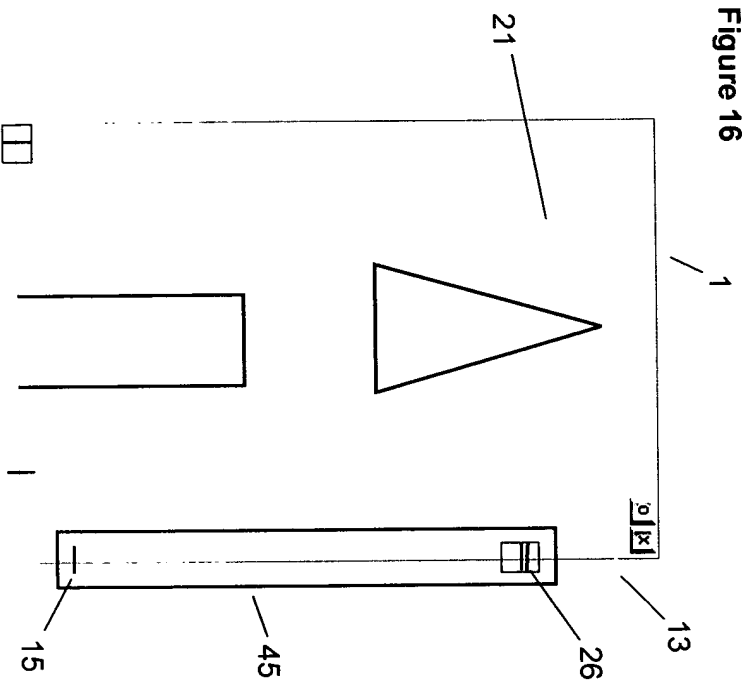


Figure 17

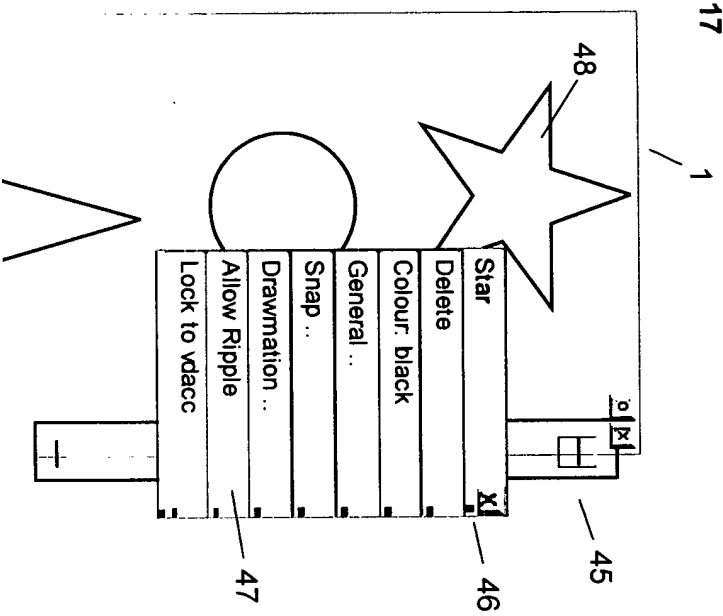


Figure 18

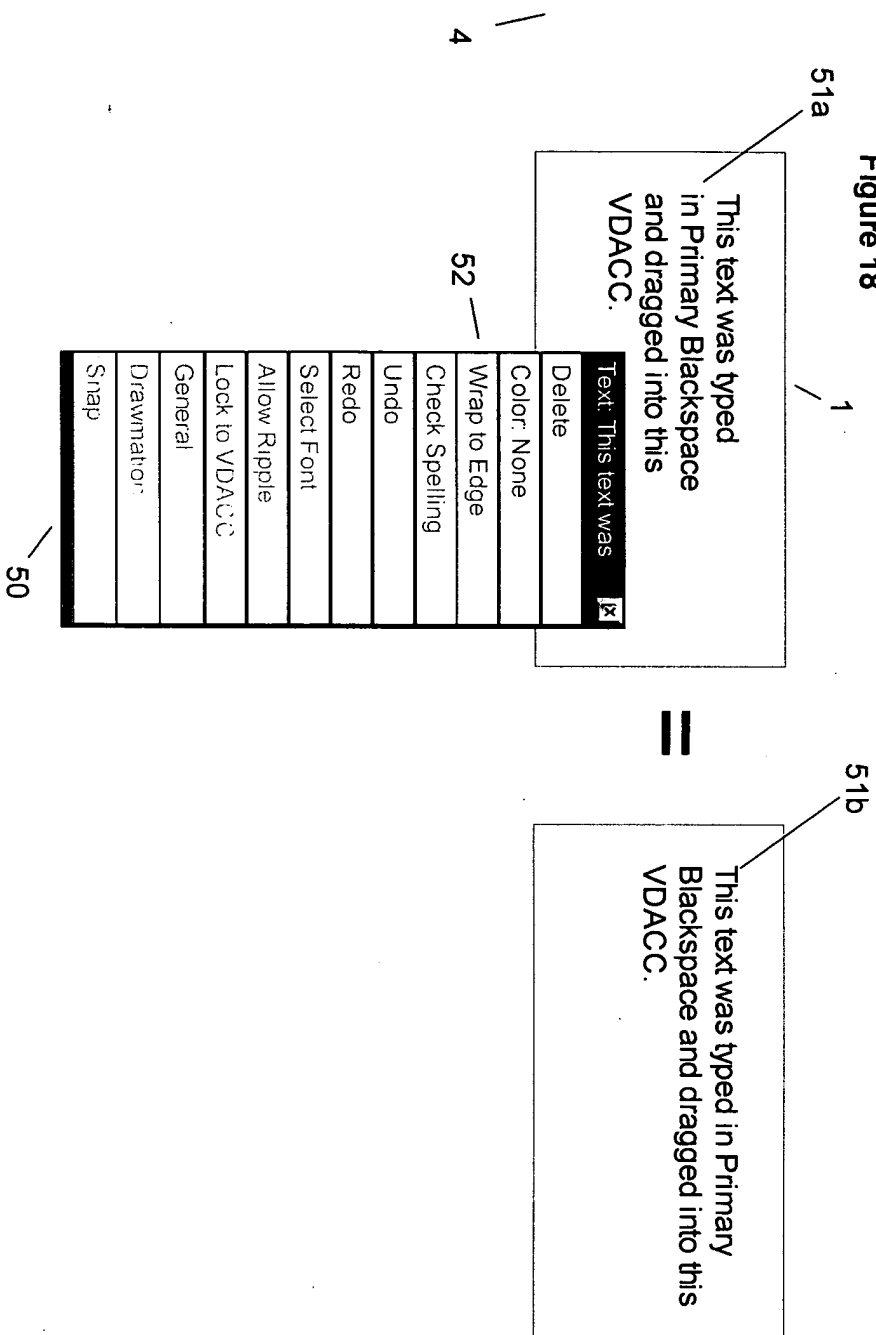


Figure 19

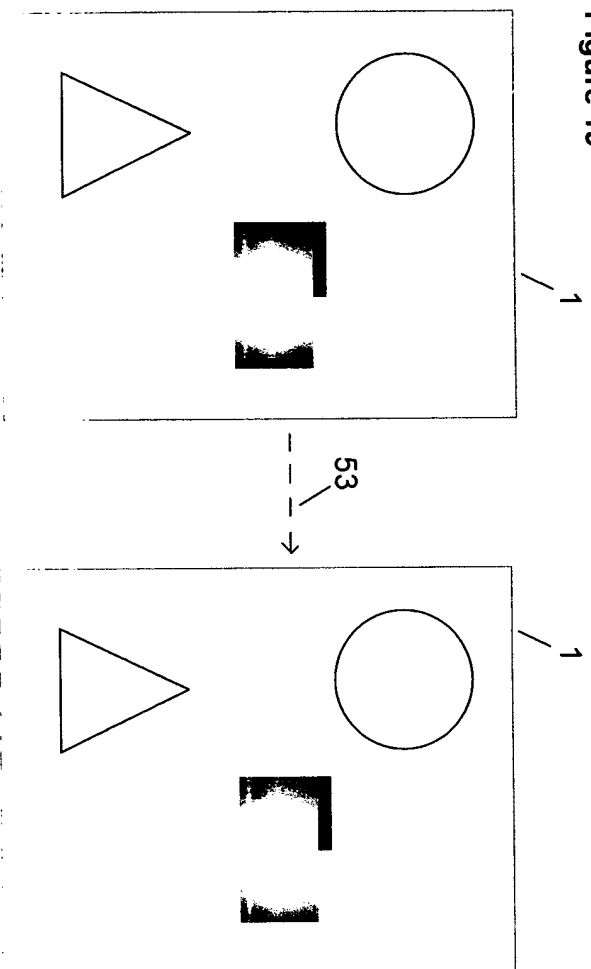


Figure 20

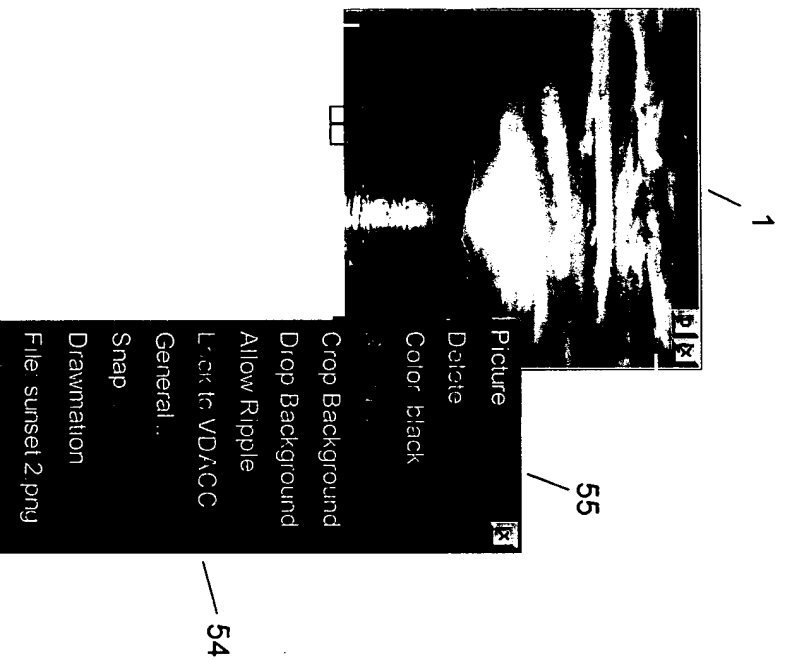


Figure 21

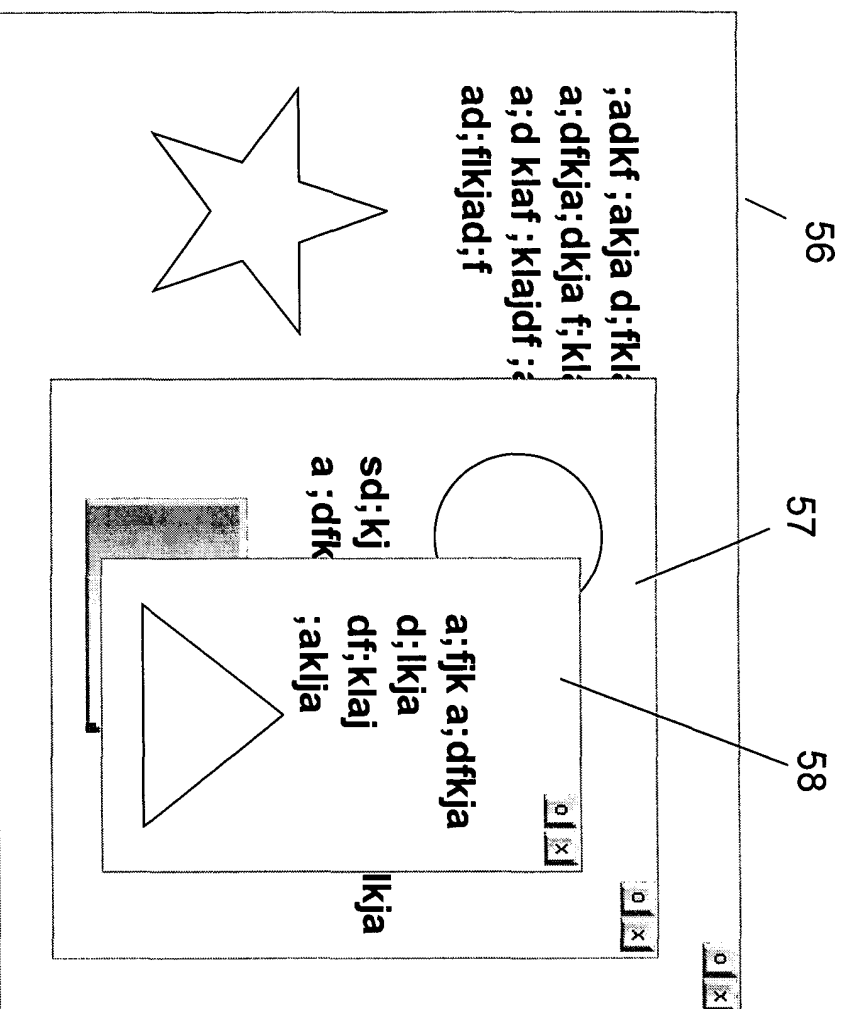


Figure 22

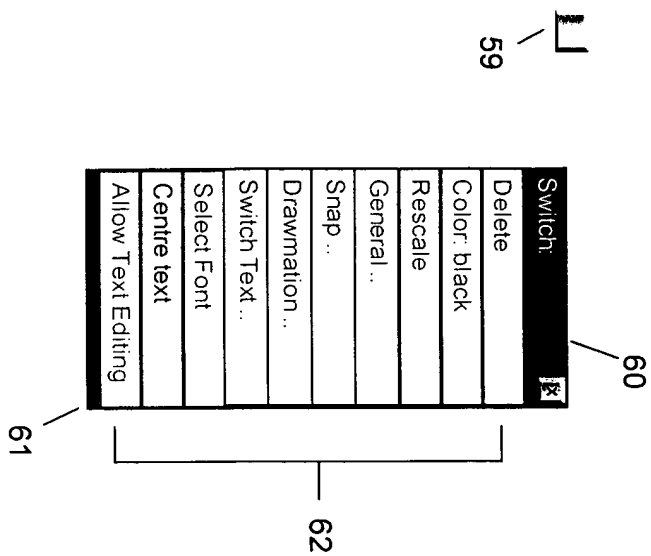


Figure 23

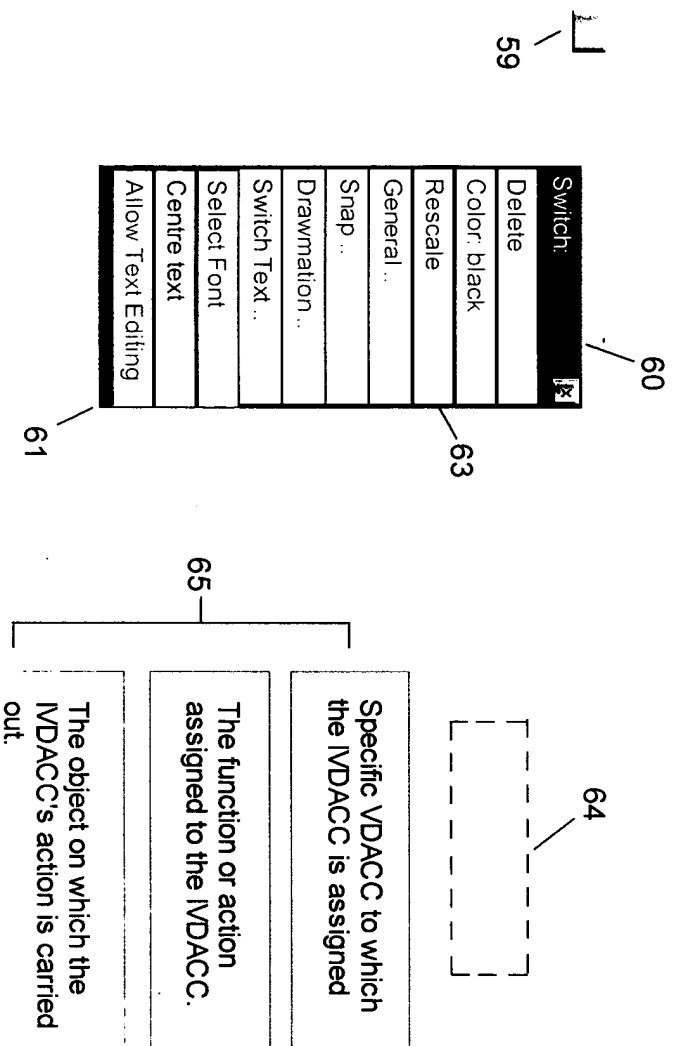


Figure 24

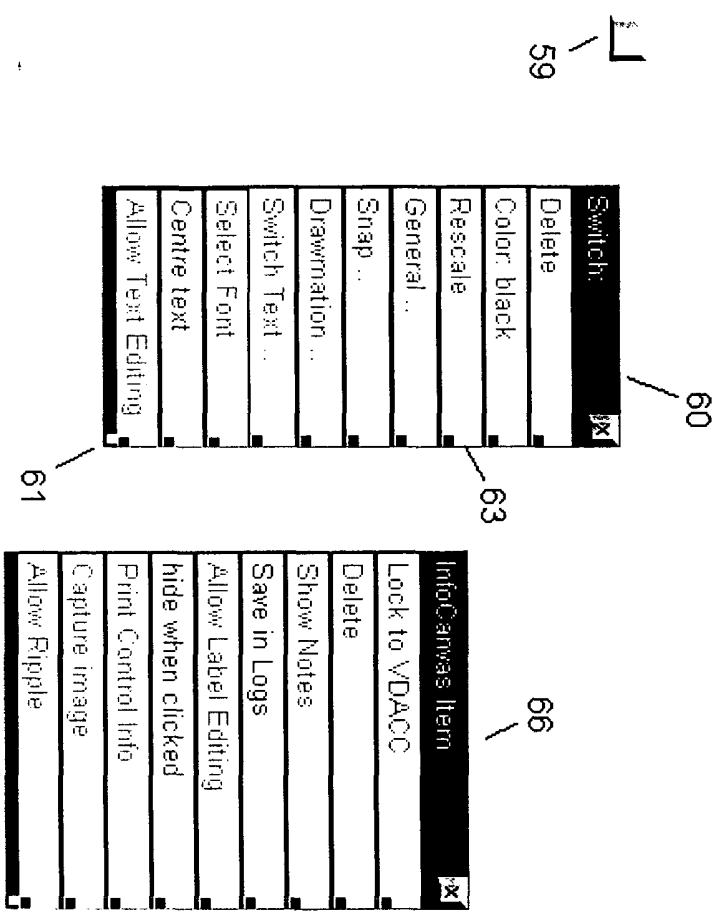


Figure 25

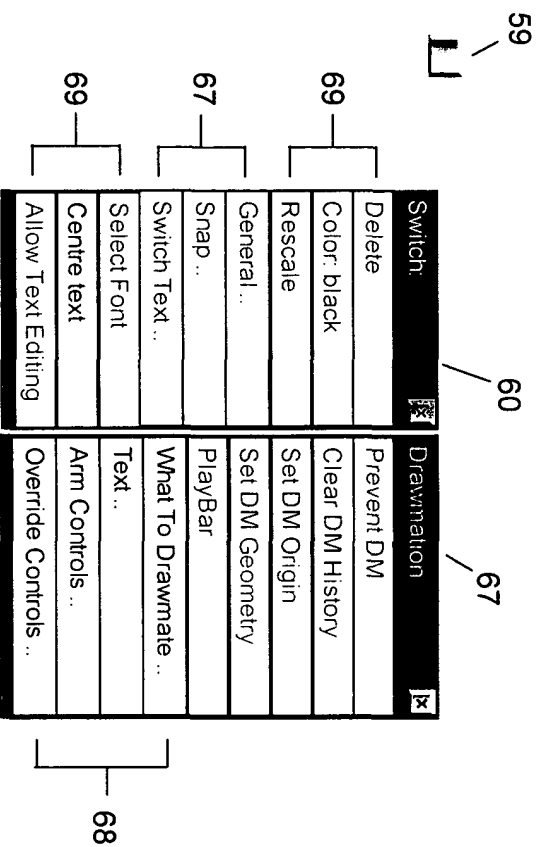


Figure 26

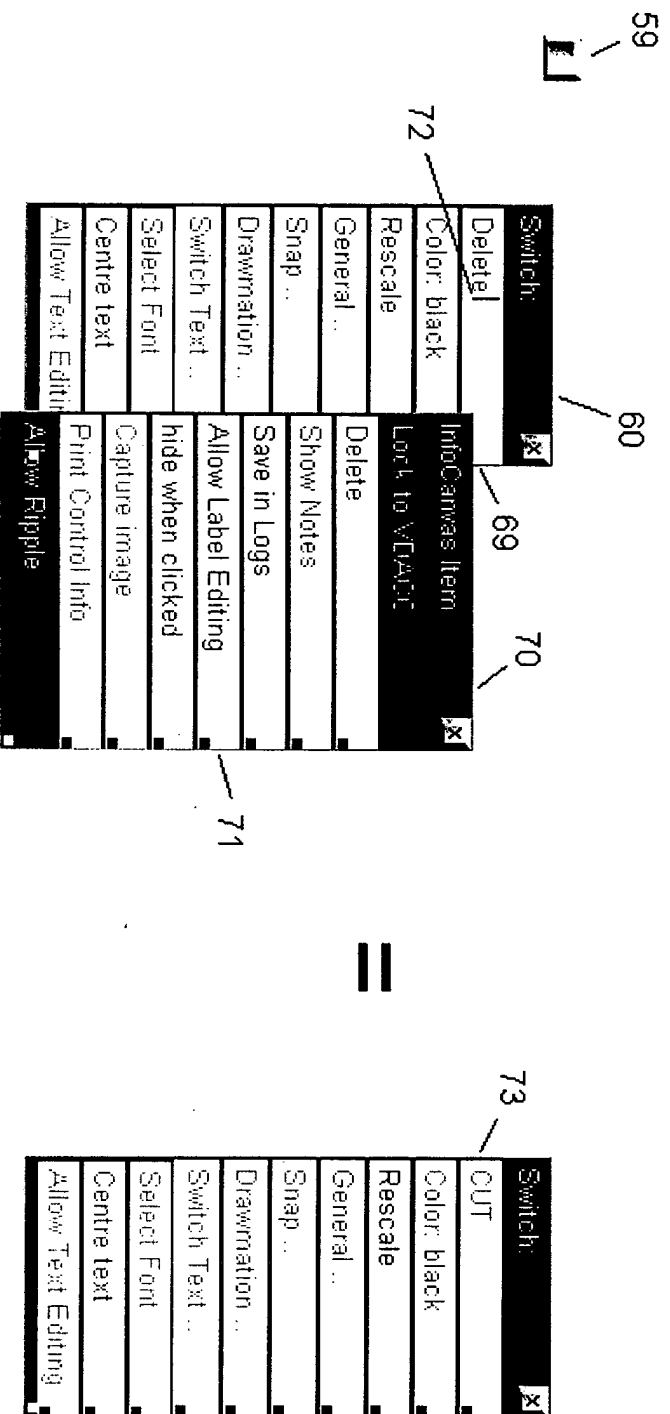


Figure 27

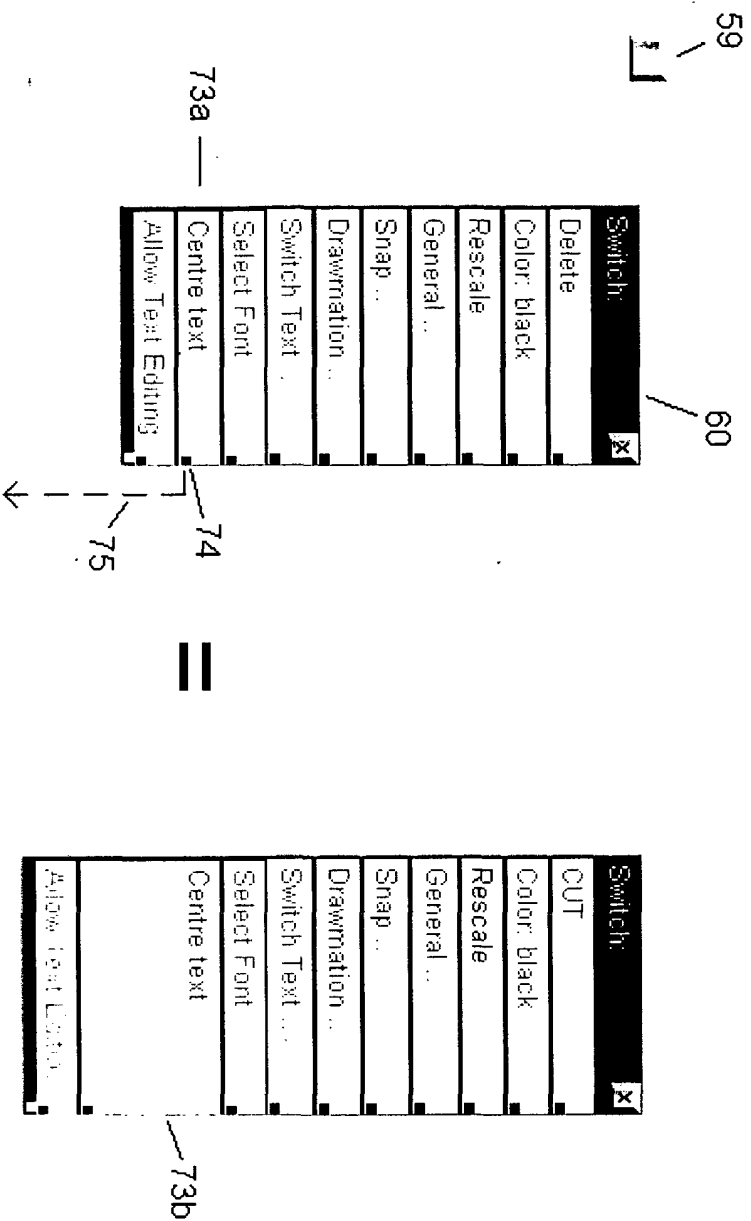


Figure 28

59
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78
asso

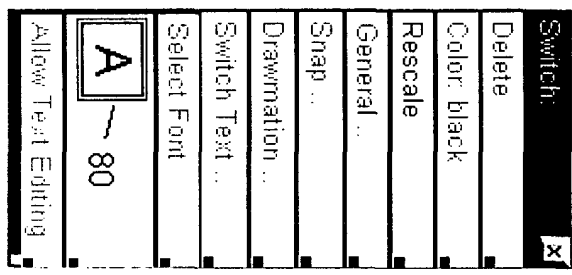


76 —



79

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Step 1

Step 2 .

The Result

Figure 29a

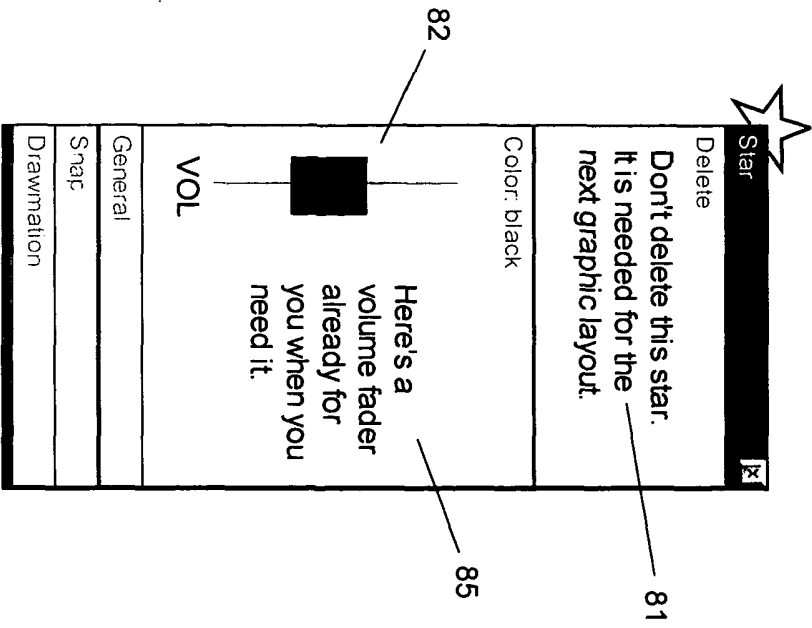


Figure 29b

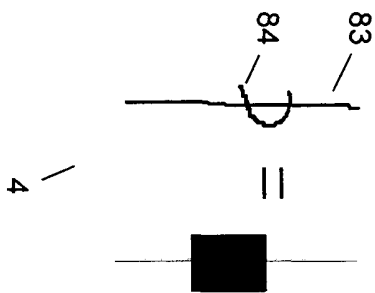


Figure 30

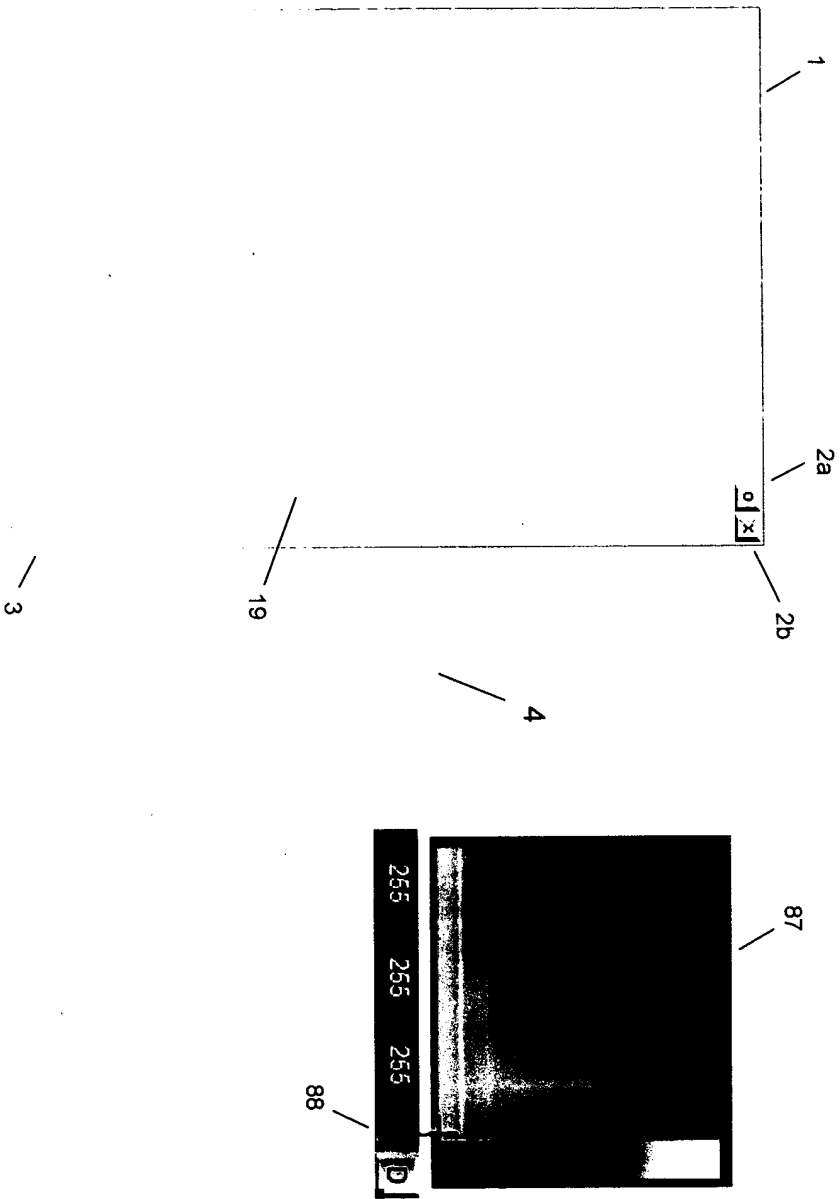


Figure 31

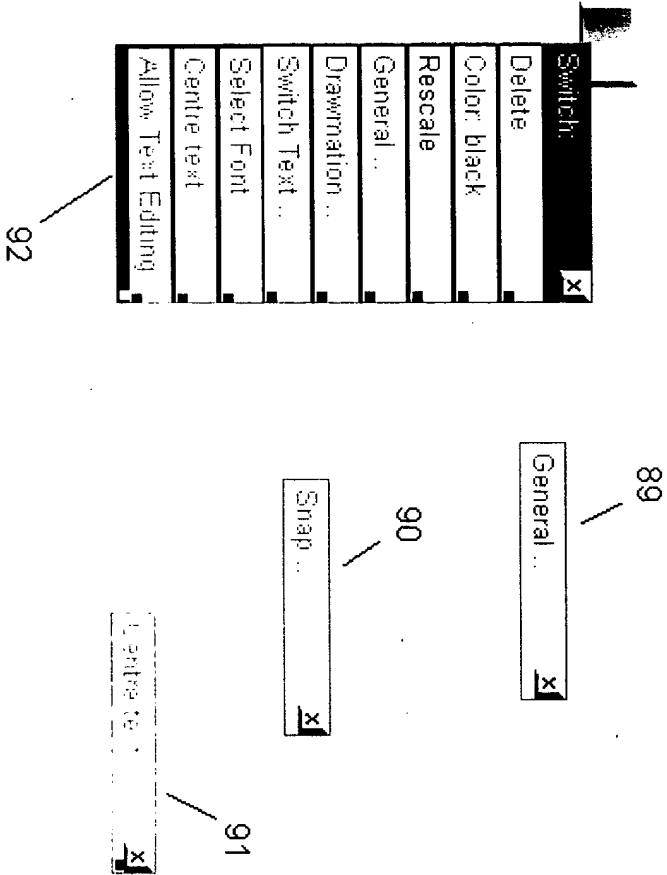
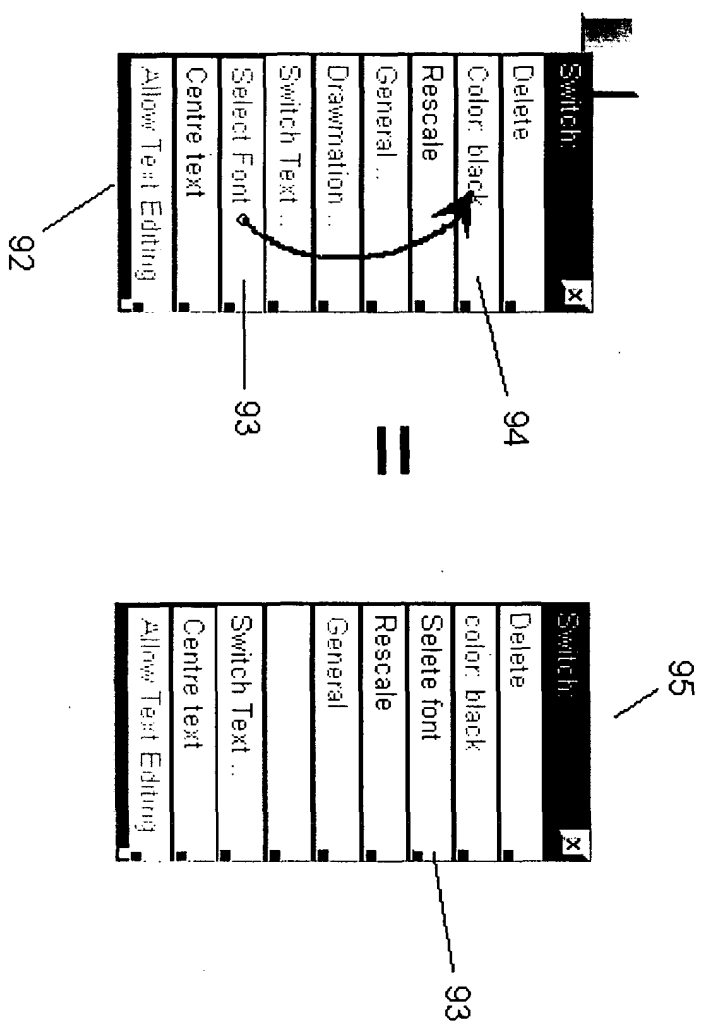


Figure 32



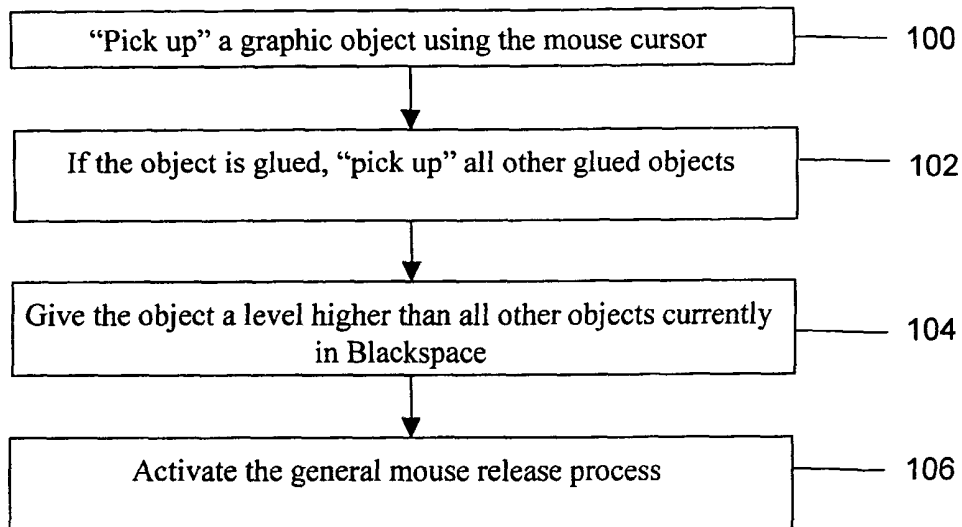


Figure 33

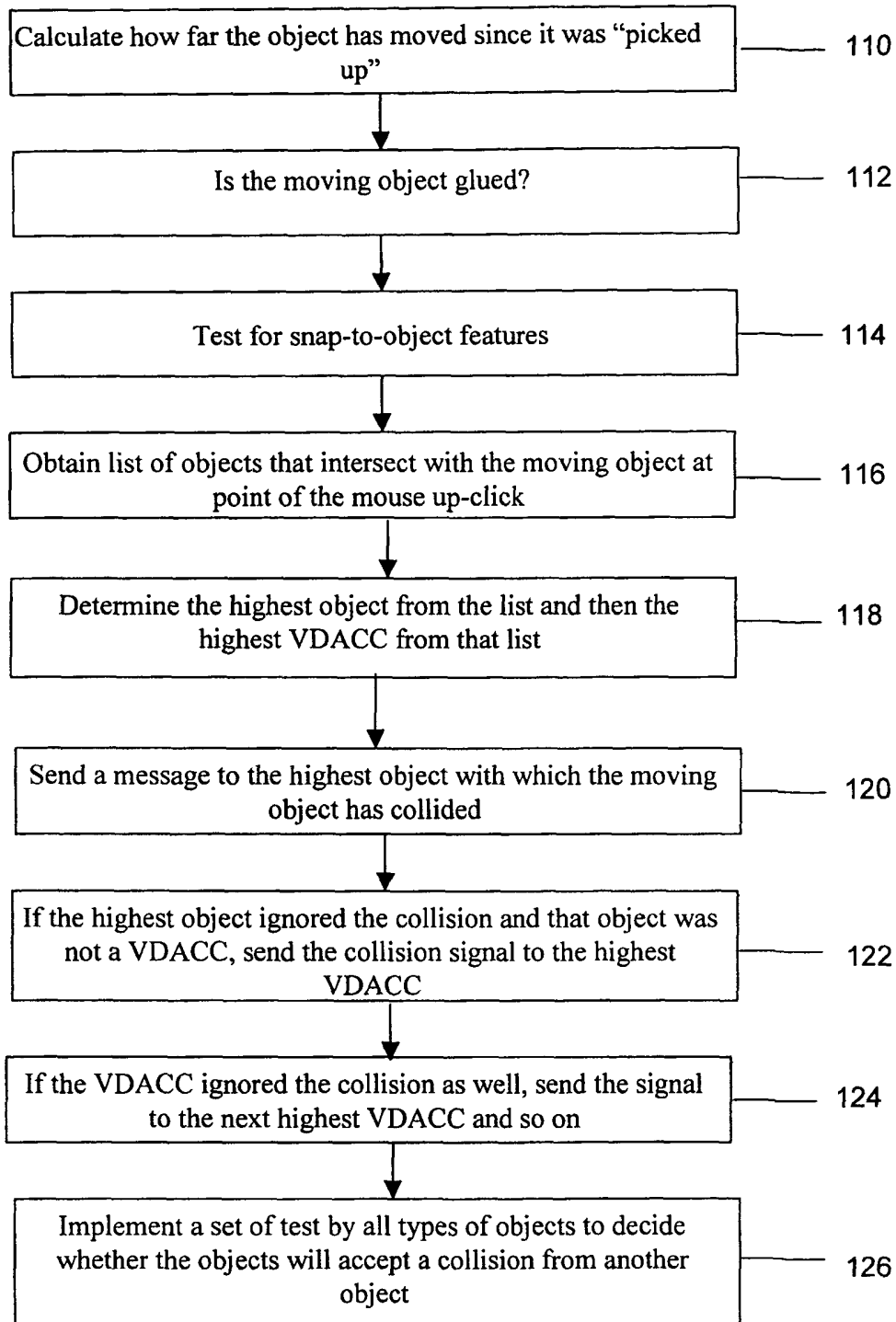


Figure 34

FIGURE 35

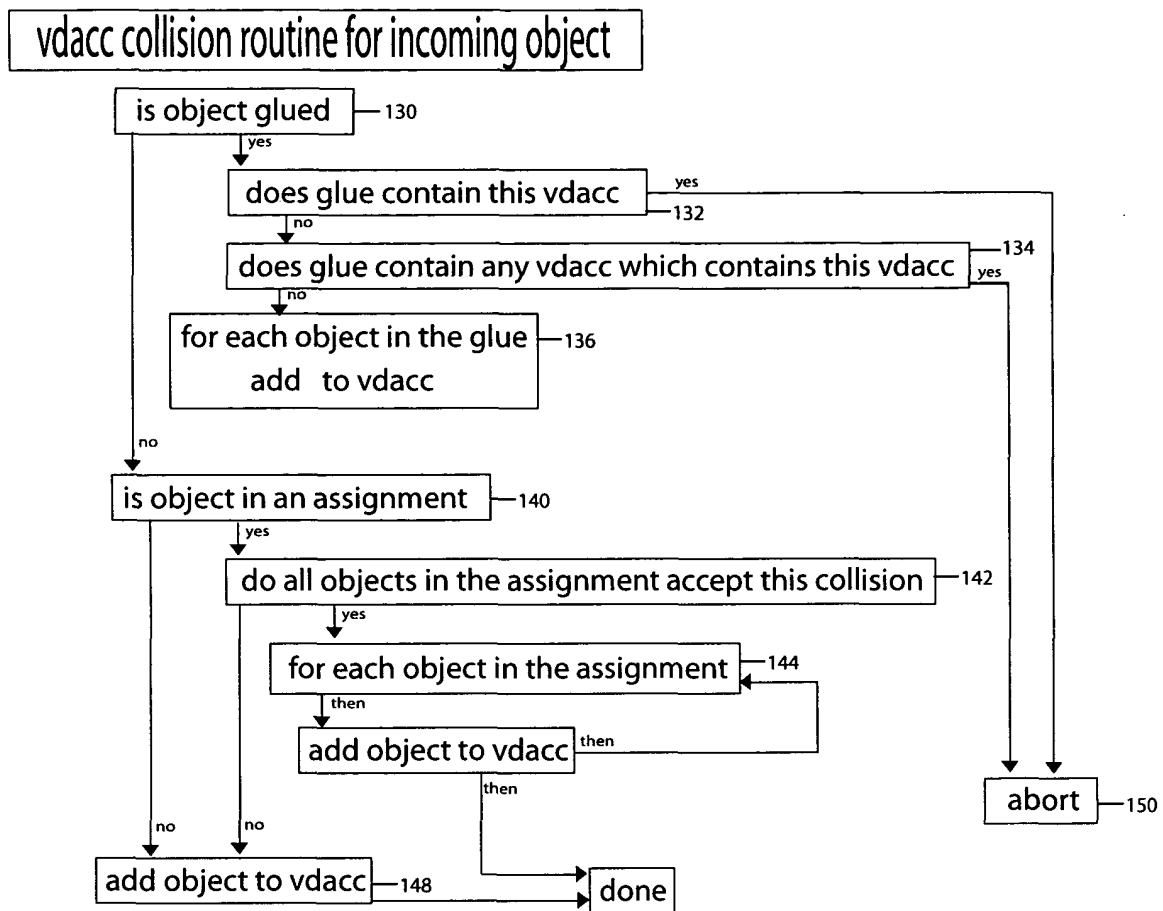


FIGURE 36

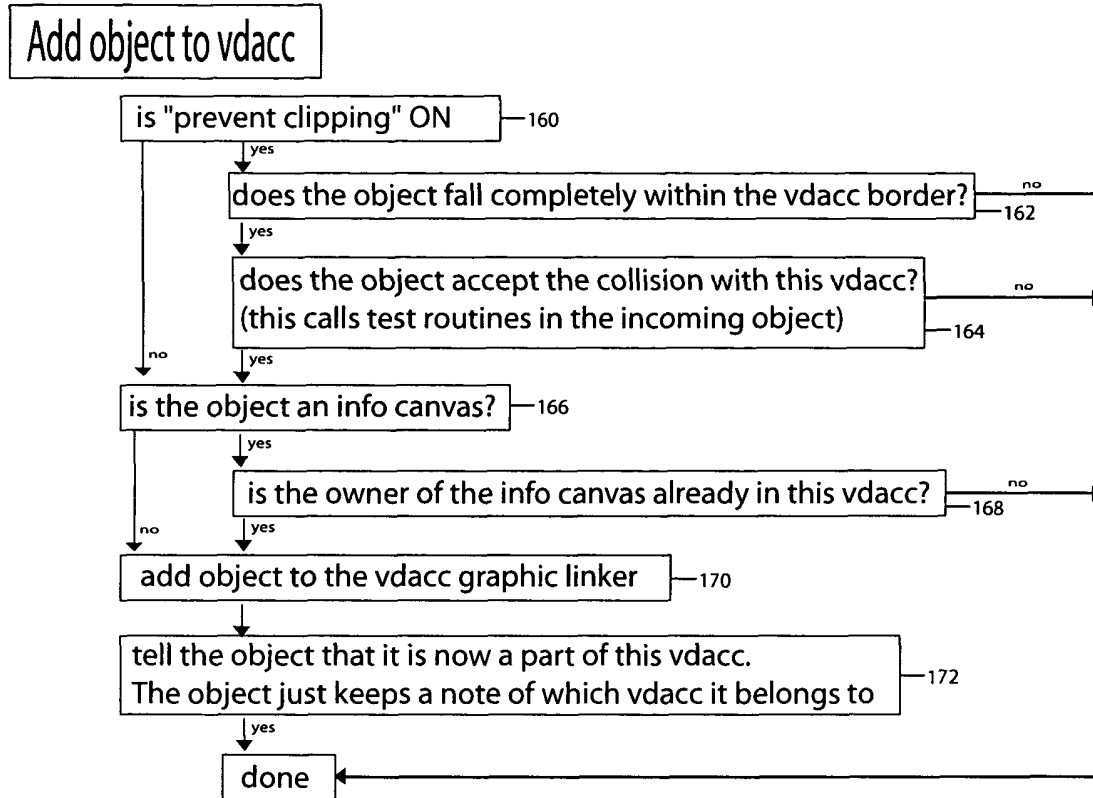


FIGURE 37

Moving and Removing an object from a vdacc

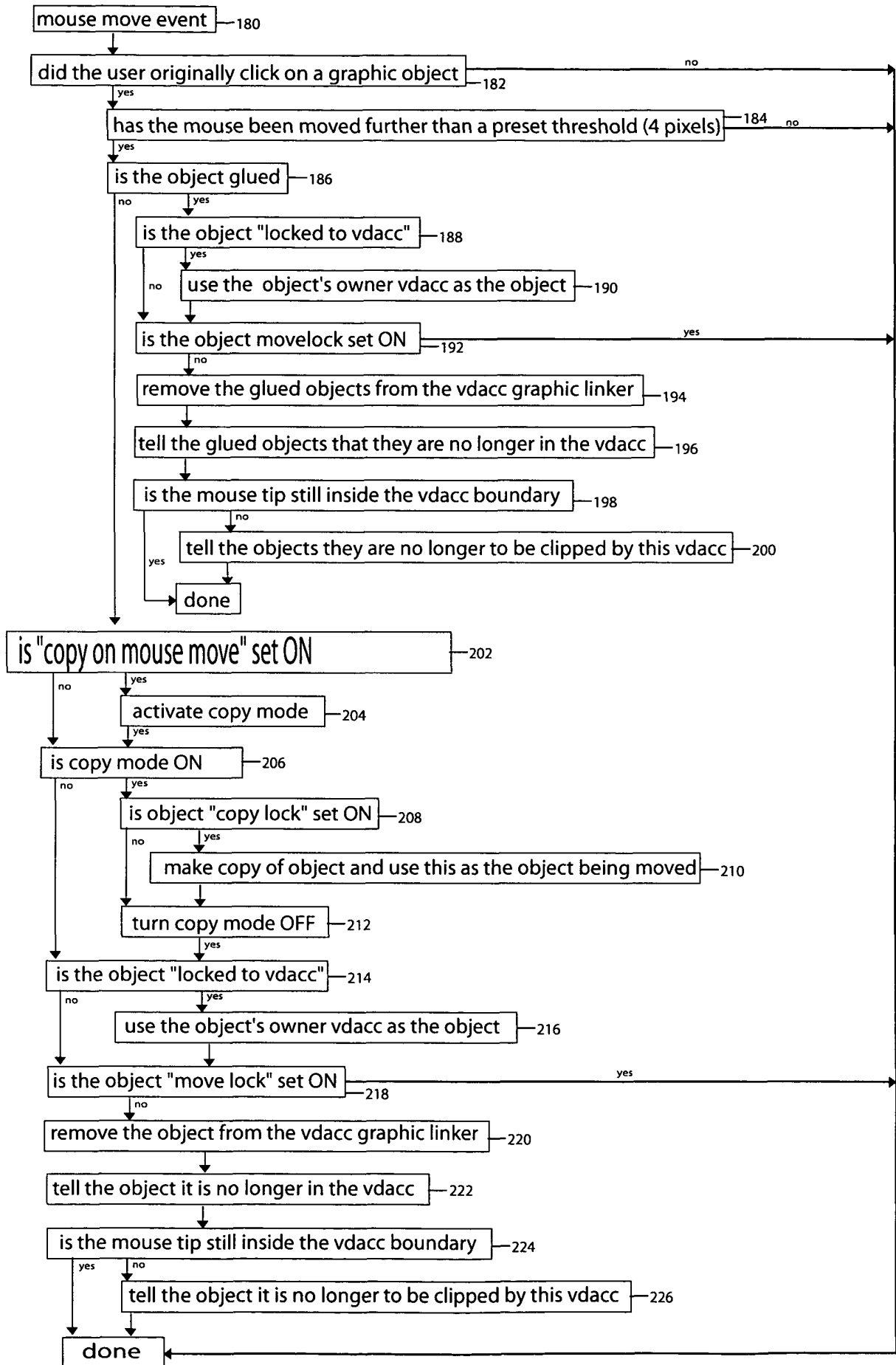


FIGURE 38a

procedure when an object collides with an Info Canvas or category or sub category

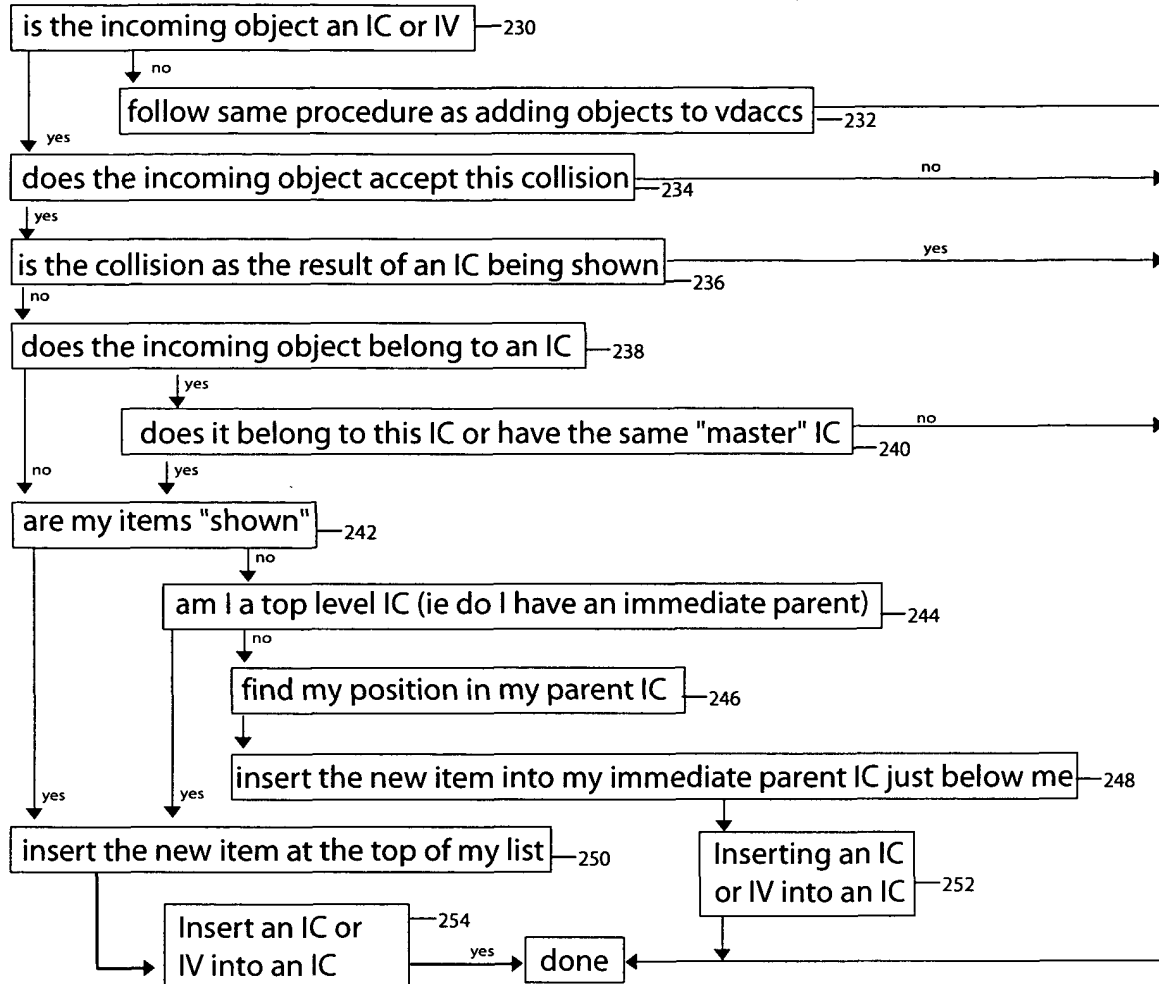


FIGURE 38b

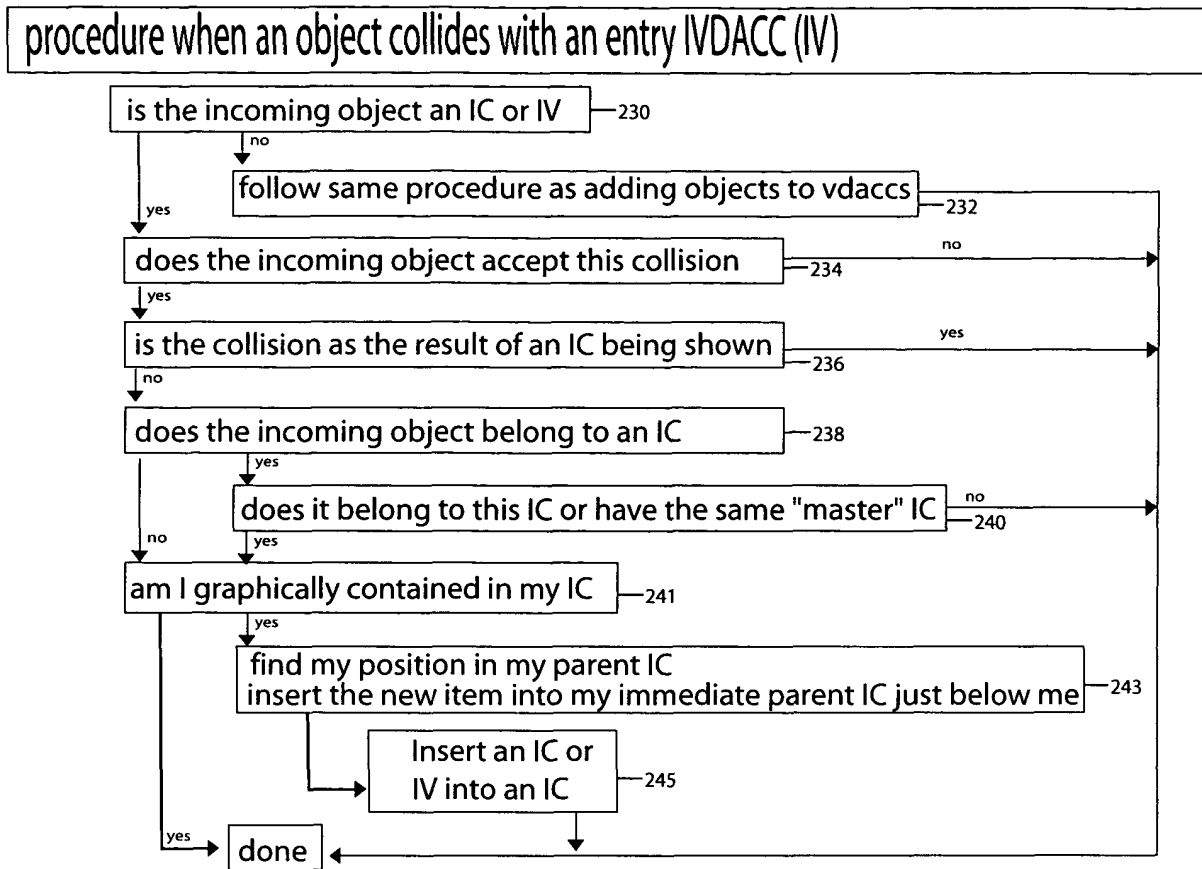


FIGURE 39

Inserting an IC or IV into an IC

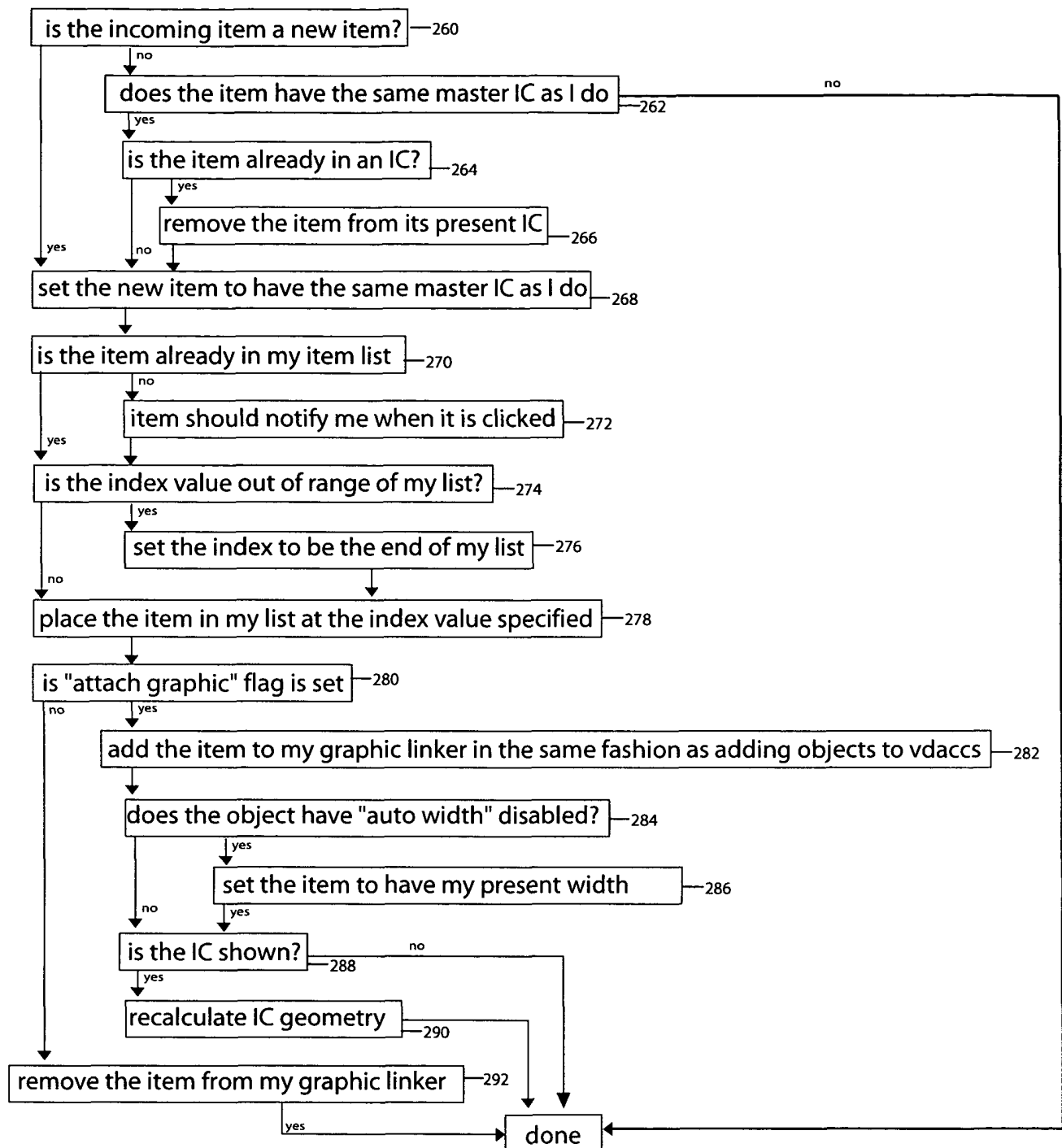


FIGURE 40

Recalculate the geometry of an info canvas (IC) or category or sub category

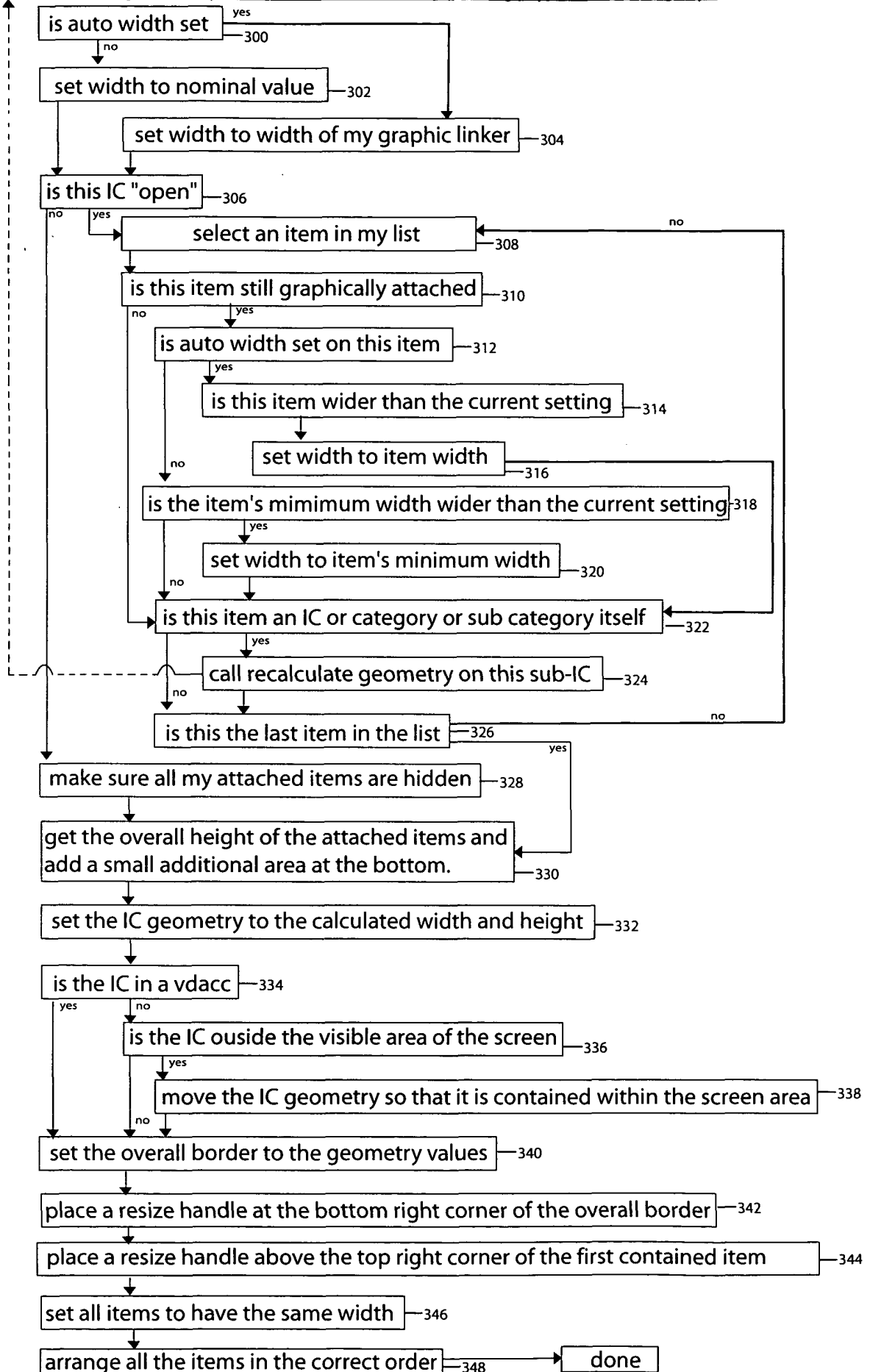


FIGURE 41

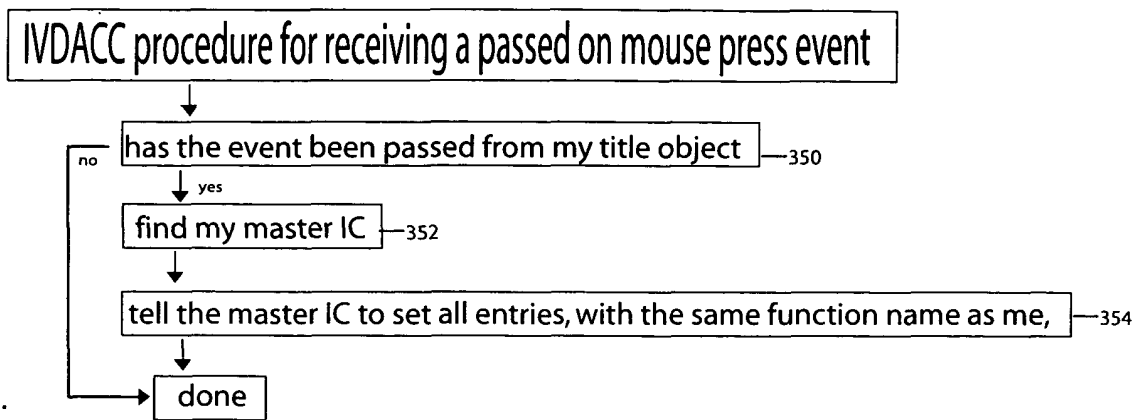


FIGURE 42

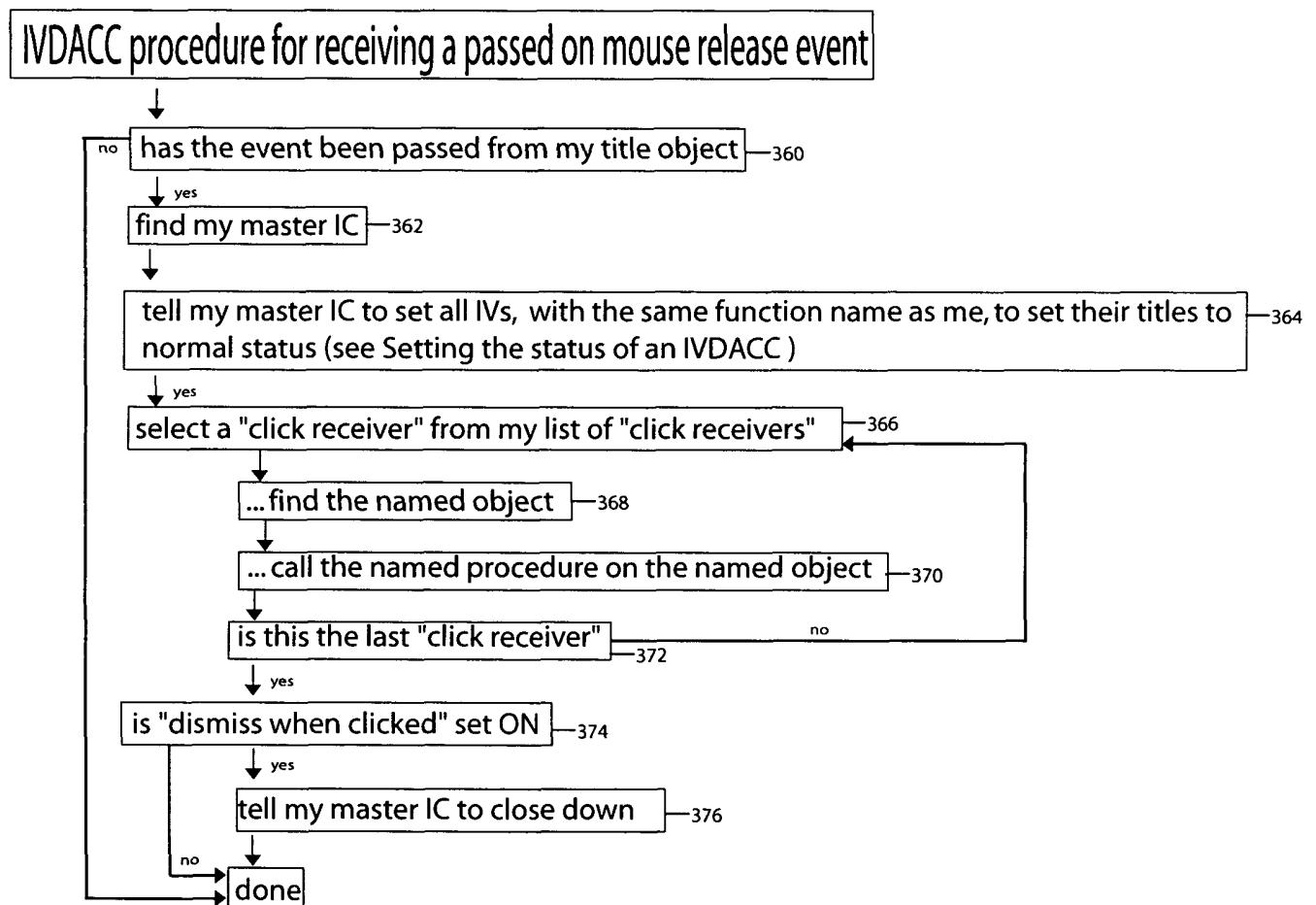


FIGURE 43

Behavior in an Info Canvas

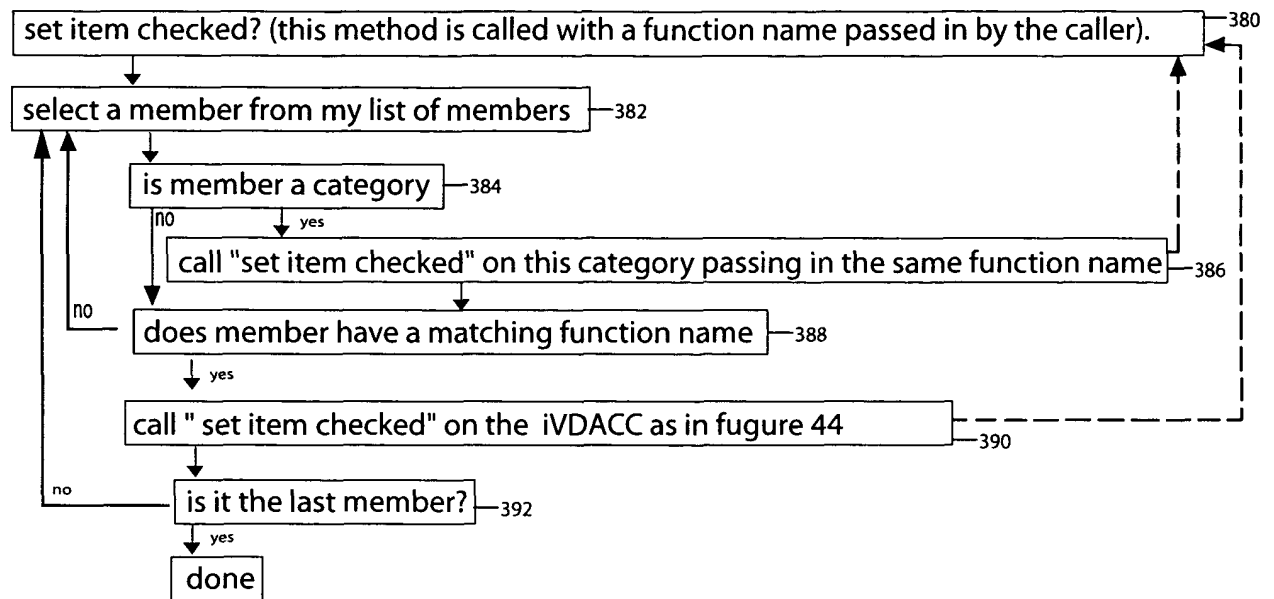


FIGURE 44

Setting the status of an IVDACC

Behavior in an entry IVDACC

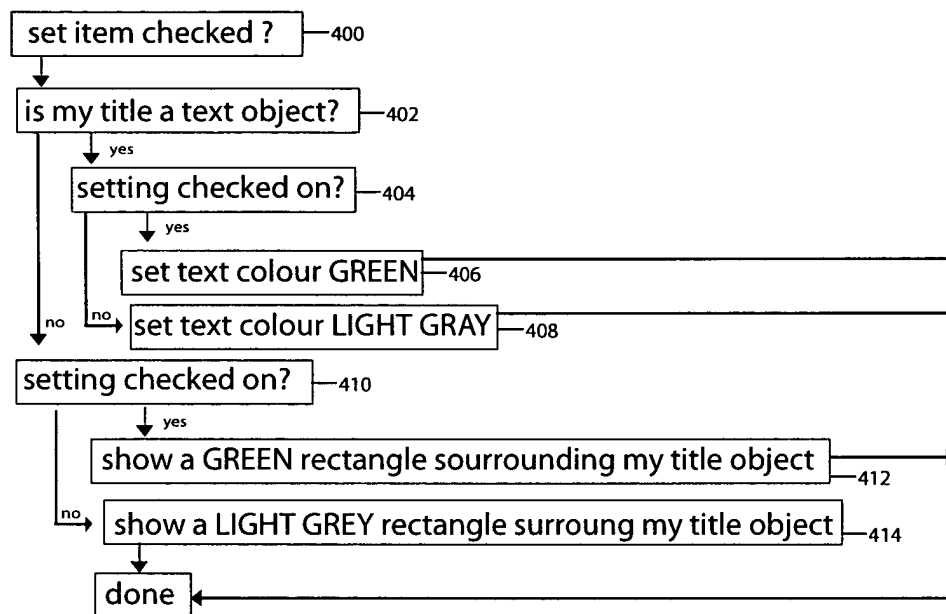


FIGURE 45

glue procedure

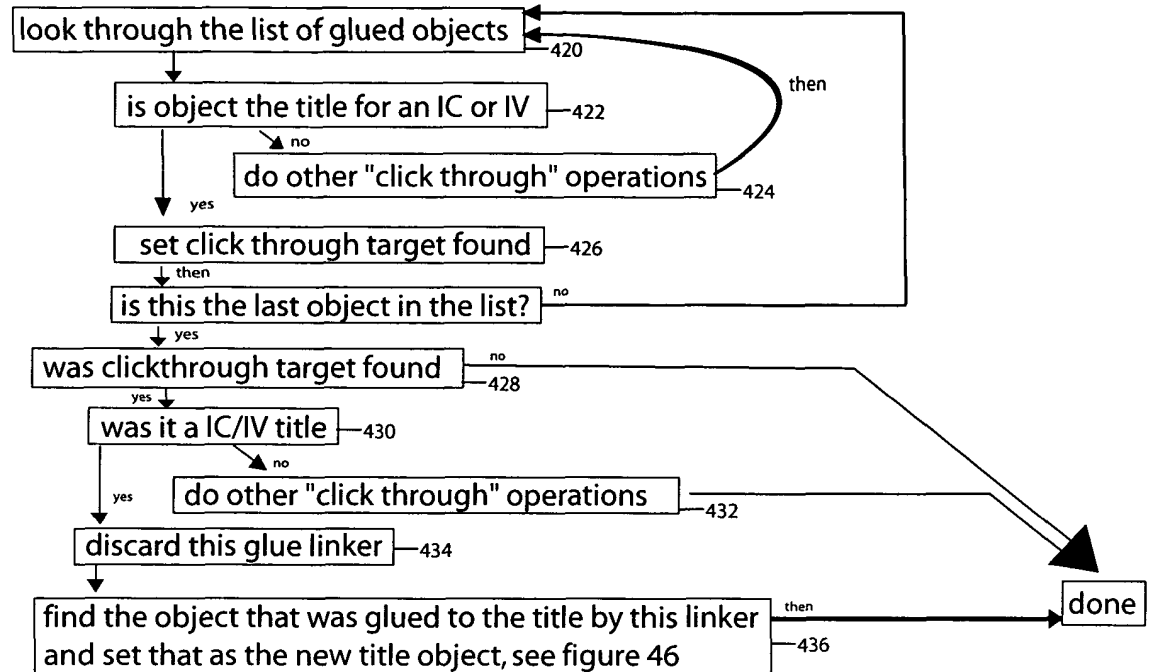


FIGURE 46

infocanvas / ivdacc "set new title" procedure

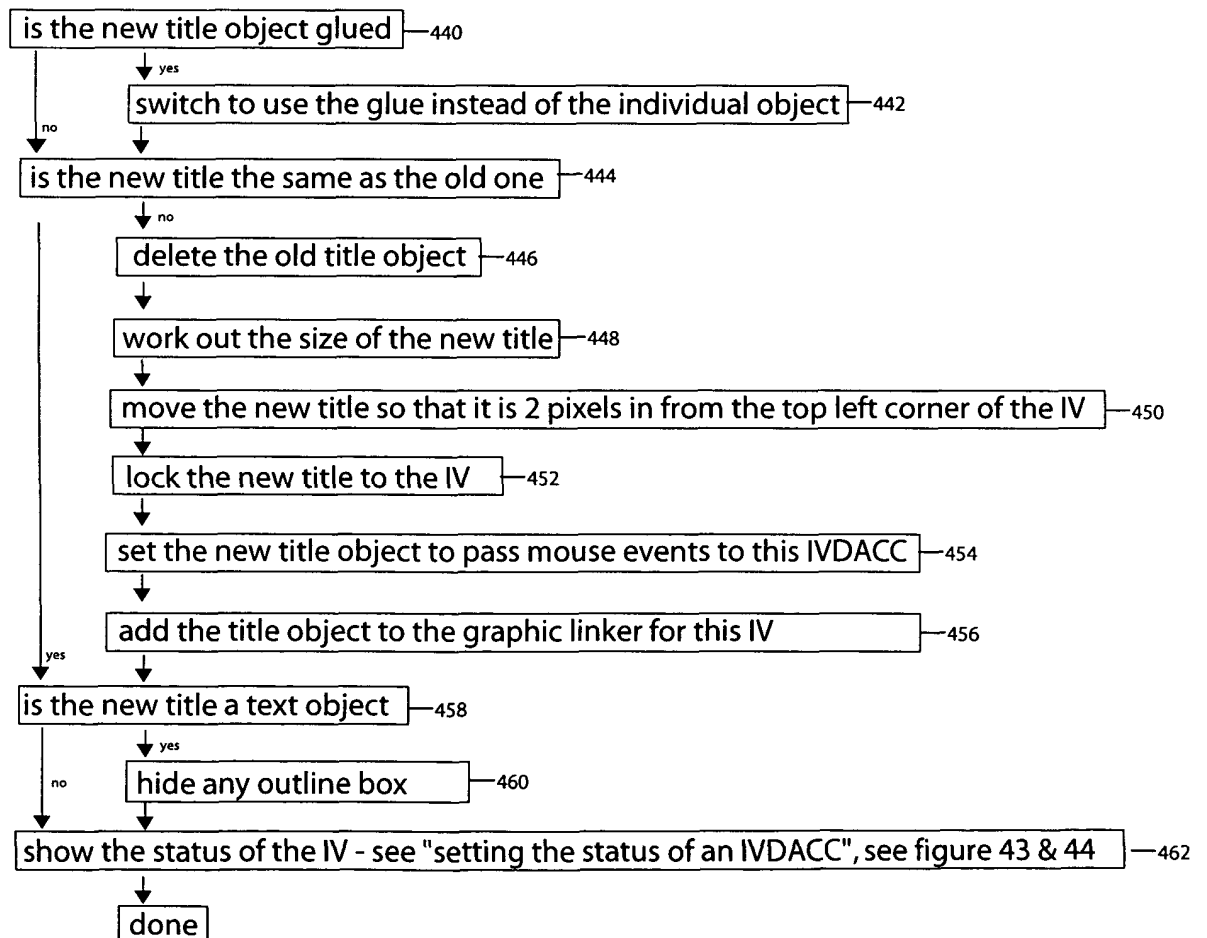


Figure 47a

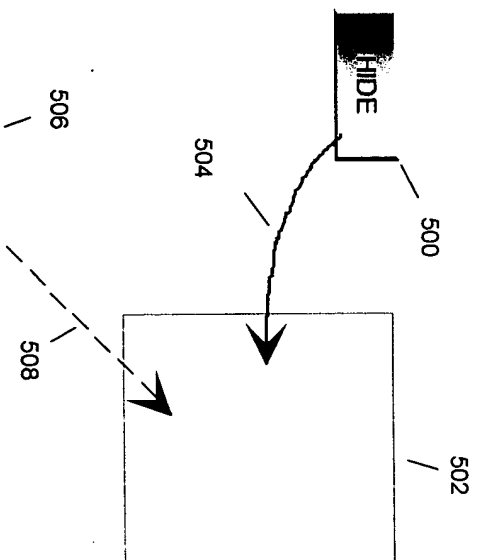


Figure 47b

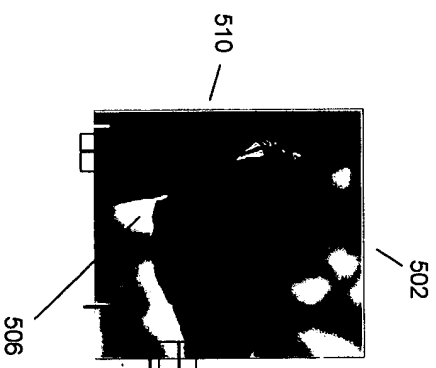
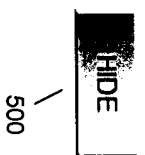


Figure 47c

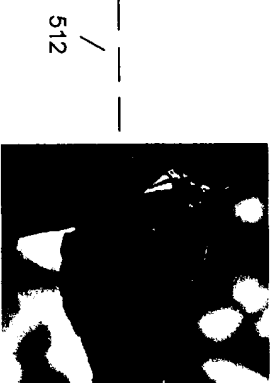
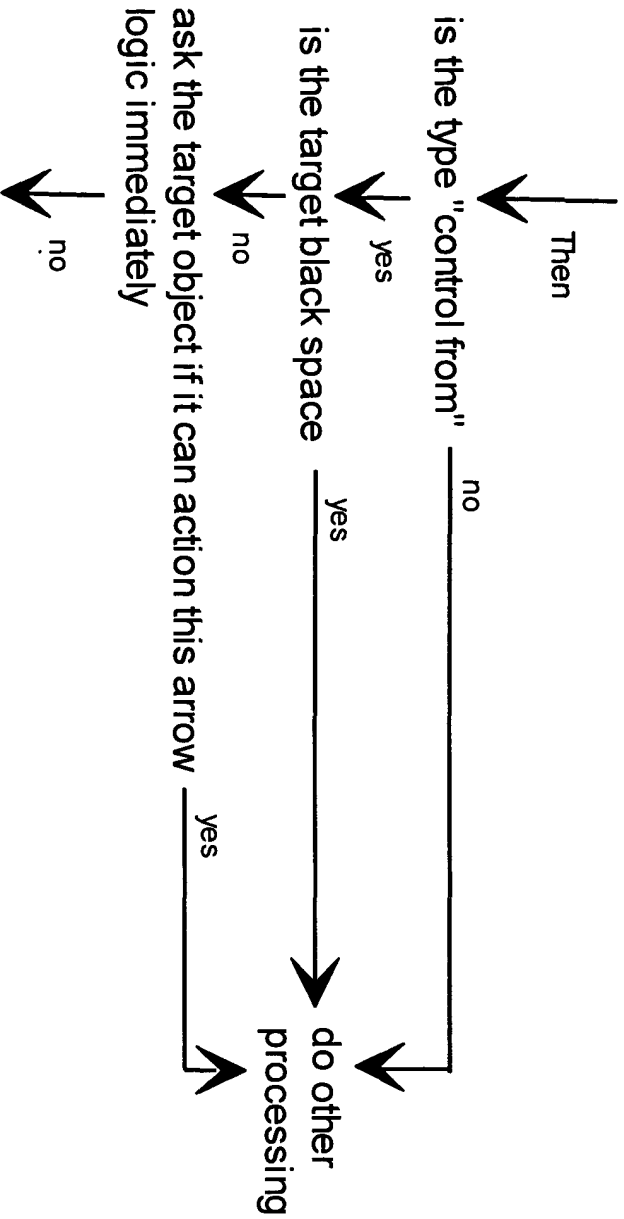


Figure 48

Action when clicking on an arrow head

When the arrow was drawn an arrow logic object was created. When the arrow head is clicked, a routine is called in the arrow logic to analyze what to do with the arrow.

set the type of logic from the color of the arrow
(red = control from)



keep the arrow logic in memory to create a connection between the source objects and the target. Whenever value changes happen in the source objects, the arrow logic receives a notification of the event

Clicking on a switch in an arrow logic

Figure 49

When a switch is clicked and the switch is in an arrow logic, a routine is called in the arrow logic



"Control Switch Pressed" routine for a VDACC

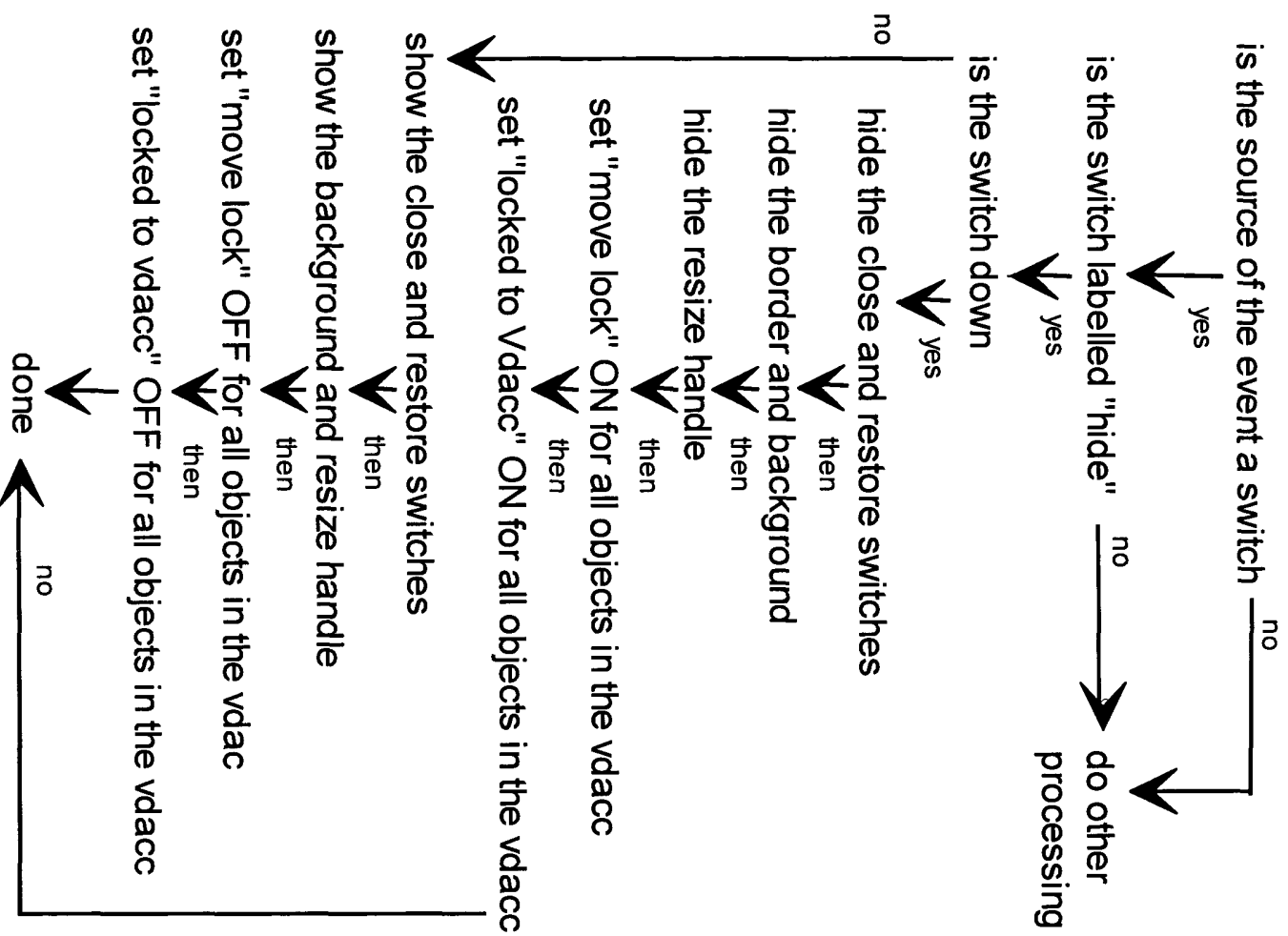


Figure 50

Figure 51

